Special Christmas issue!

95p December, 1984

Young

Personal Computer GAMES

The magazine that names the top micro games

VIC 20 100 PERILS OF WILLY TO WIN!

10 MEGA GAMES

GRAPHICS AND ACTION FROM STUNNING NEW TITLES

FREE CASSETTE
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SIDE 1: SPECTRUM/BBC

- **JASPER!** - Micromega
- **DANGER MOUSE II** - Creative Sparks
- **STRANGELOOP** - Virgin
- **BACKPACKER'S GUIDE** - Fantasy
- **3D WARS** - Aardvark (BBC)

OXYGEN SUPPLY
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63 CHARGES
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SCORE
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00:01:25

SIDE 2: COMMODORE 64

- **BOULDER DASH** - Statesoft
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- **CLIFF HANGER** - New Generation
- **STORM WARRIOR** - Front Runner
- **EUREKA** - Domark

FREE! (If you can't believe it, turn to page 34)

The Fall Guy

Colt Seavers is a top Hollywood stuntman who uses the extraordinary skills he displays before the camera when moonlighting as a modern Bounty Hunter, who apprehends and brings in Bail Bond jumpers. Colt is ably assisted by his would-be manager Howie, his beautiful stuntgirl protege, Jody, and Terri the lady from the Bail Bond Company, who hires Colt when he's not before the cameras.

The cast of characters is:

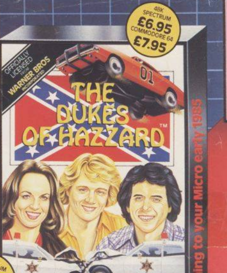
Colt Seavers	LEE MAJORS
Jody Banks	HEATHER THOMAS
Howie Munson	DOUG BARR
Terri Micheals	MARKIE POST

The Dukes of Hazzard

Its the 4th of July and as usual the Duke family want to have their annual party. The essential ingredient to make the party a success is moonshine, so its up to Bo and Luke Duke to take the General Lee and fetch the moonshine Uncle Jessie Duke has left scattered throughout the county. The problem is that Boss Hogg knows about the Duke Boys plans and has sent Roscoe and company out to stop the Boys collecting the moonshine.

Kokotoni Wilf

As Kokotoni Wilf you must recover all of the pieces of the legendary Dragon Amulet (which has been scattered through time) for your master the great magician 'Ulrich'. Throughout the quest Wilf comes up against many dangers from huge Prehistoric Dinosaurs to hostile alien Robots, but the reward for recovering all of the pieces warrants the risk. 60 plus screen settings in genuine high resolution make 'Kokotoni Wilf' an arcade adventure worthy of comparison with Jet Set Willy.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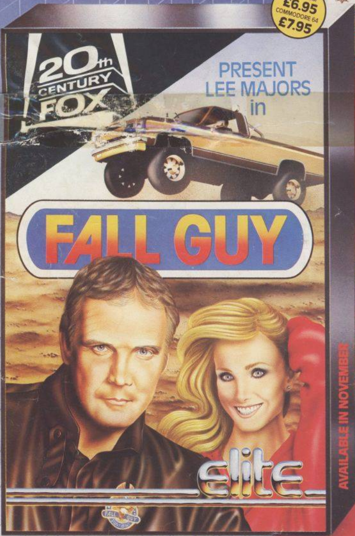
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TITLE SCREEN

PERSONAL COMPUTER GAMES
DECEMBER 1984

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WOW! THIS COMMODORE 16 STARTER PACK'S WIZARD!
INTRODUCTION TO BASIC PART 1

And cwikey! i

First we jolly well put everything you need to start home computing into one box.

Then we placed an obligingly low price on it all: under £140 for a computer, cassette unit, a super programming course and 4 great games programs.

Boys and girls (of all ages) will just love the Commodore 16 Starter Pack!

The computer has a 16K memory, real typewriter keyboard, 121 colours and also superb sound and graphics.

It uses BASIC (this is the language in which you and the computer "talk" to each other, right-ho?)

The BASIC used by the Commodore 16 is very advanced, yet really simple to use. This is because it gives you more programming commands.

But just in case any of you fellows do have any

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difficulties, we also provide you with a Help key.

This helps to sort out programming errors by showing you exactly where you went wrong.

So you can get more out of your Commodore 16, the Starter Pack also includes "Introduction to BASIC," a guide to programming that any silly chump can follow.

And so you can get more enjoyment, there are four jolly good and splendidly challenging games: X-Zap, Punchy, Picture Builder and Chess.

If you are thinking of starting home computing, there has never been a better time than now, with the Commodore 16 Starter Pack.

No matter what age you are, old thing.

commodore

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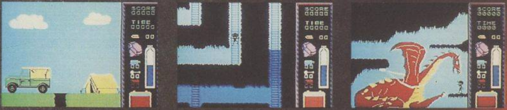
Death pit takes you deep down
to a tangled labyrinth of dank tunnels.
Struggle through spider infested corridors,
past bats and mutant life forms.
Dig through the rockfalls
(you remembered a spade?)
and bravely plunge into the dark water
of flooded caverns.

The tension grips,
your pit light fades
and before you waits the Guardian.
After this last gruesome trial
will you still have strength enough
to return?



screen shots from Spectrum 48K.

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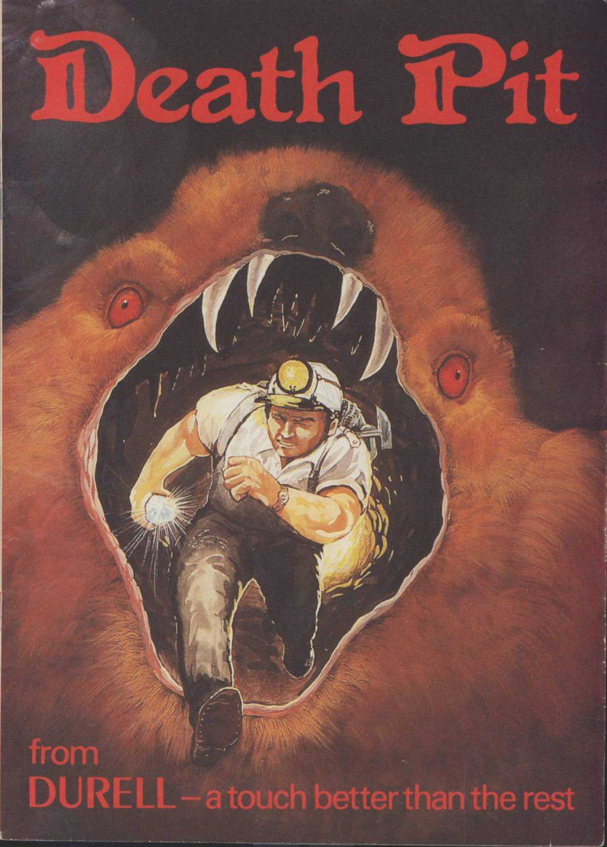

Death Pit
from
DURELL – a touch better than the rest

Will you be the first Earthling to win a pla

Acornsoft are issuing a nationwide challenge to all Acorn Electron and BBC Micro users.

It's the challenge to join a new and exclusive group of computer games players: The Elite.

With 3-dimensional graphics, Elite is a game which is light years ahead of any other.

It strictly defines the rank of each and every player.

As your prowess improves, you move into higher ranks.

But make no mistake, to reach the top rank, your performance must become exceptional.

Then, and only then, will you qualify to call yourself a member of The Elite.

From harmless, you must become lethal.

In Elite, all players start as equals.

With the initial rank of "Harmless," you will embark upon an experience unlike any that you have known before.

You will be a space trader who roams the universe, making your living from buying and selling the cargo in your Cobra space craft.

On your travels, you will encounter aggressors who are eager to put an end to your dealings.

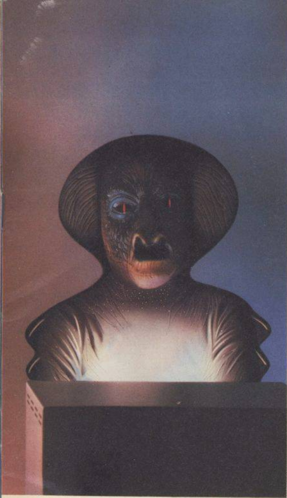
Only the fittest will survive.

As you establish yourself as a survivor, you will win the right to a higher rank.

In all, there are nine, from "Harmless" to "Elite." And your computer will continually tell you where you stand.

Trade with 2,000 planets in eight galaxies.

Besides survival, your success also depends on the rewards you reap from the cargo that you carry.



a ce among the Elite?

That cargo can be anything from foodstuffs to contraband. If you decide to trade in contraband, the rewards will certainly be higher. But so will the risks you take.

To ply your trade, you can dock at any of 2,000 planets in eight galaxies.

However, before you dock, you must use your wits to assess the planet's political climate and the perils which may be waiting for you.

Also, in any of the eight galaxies, you may find yourself being asked to perform acts of considerable heroism and selfless courage.

Although these will bring you into danger, they can bring considerable rewards too.

We're waiting to recognize your skills.

Achieving higher status in Elite will tax your skills to the limit. Which is why you must download your game onto cassette or disc each time you take a break from play.

When you reach the rank of "Competent" or higher, you should send us the secret code number revealed to you by your computer.

We will send you in return a special document which certifies your achievement. And you stand to win a valuable prize.

Are you ready to accept the challenge?

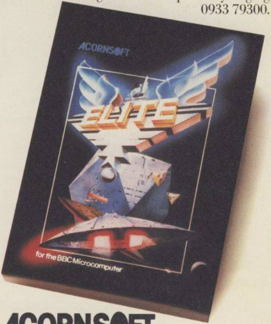
Elite is available on both disc and cassette for the BBC Micro and on cassette for the Acorn Electron.

With either, you will get "Elite: The Dark Wheel," a compelling novel which sets the whole mood of your adventure. You'll also get a flight training manual which will get you fit to roar into the unknown in your Cobra spacecraft.

Your Acornsoft dealer now has the entire package at £14.95 on cassette, or £17.65 on disc (for the BBC Micro) and £12.95 for the Electron. For the address of your local stockist or to order by credit card simply ring 0933 79300 during office hours.

Alternatively, you can order by post from: Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL.

You can also get a free Elite poster by ringing 0933 79300.



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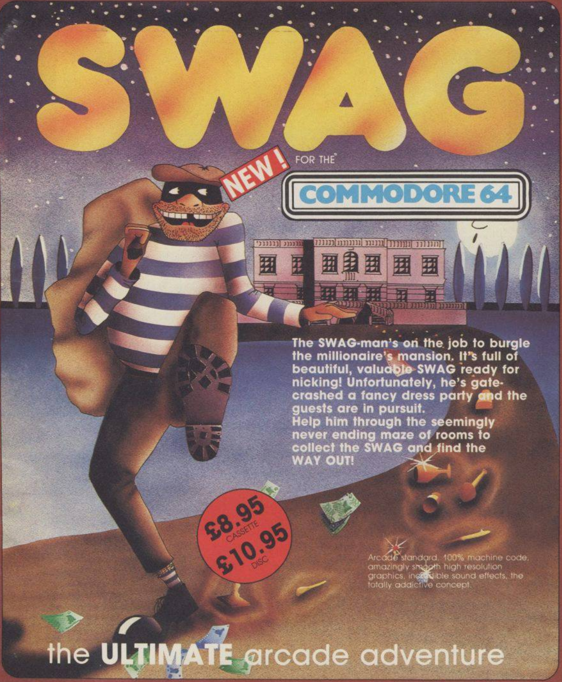
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Although we don't list Amstrad titles in our half price offer, programs for the Amstrad are available at big discounts through the Club.

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BBC B

BBC B	Retail Price	Half Price	Item Code	Software House
Blagger	7.95	3.97	04880	Alligata
Game description as for Commodore 64.				
Chuckie Egg	7.90	3.95	02540	A&F
Game description as for Electron.				
Mr Wimpy	6.90	3.45	07170	Ocean
The zaniest, craziest burger battle to sizzle your screens! Fight Waldo and the rebel ingredients to make your delicious Wimpy Burgers the best in town.				
Spitfire Flight Sim.	7.95	3.97	05990	Alligata
Take off, roll, loop-the-loop and landing must be performed with complete accuracy or your flight will end in disaster — this will have you glued to the screen for hours.				
Uncle Claude	7.95	3.97	07480	Alligata
It's workers against bosses because the Union suspects that Uncle Claude (the electronics magnate) is about to lay off the workers. They elect you, Micro Micky to foil this dastardly plan.				

ZX81

ZX81	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Cassette 50	9.95	4.97	07700	Cascade
The title says it all because this program has 50 great games on one cassette. We don't have space to list them but they're all here . . . maze, arcade, missile, tactical and logic.				
Football Manager	5.95	2.97	01470	Addictive
Captures the real life drama and excitement of the game . . . transfers, full league tables, injuries, promotion and relegation, FA Cup, seven skill levels and much more.				
Krazy Kong	3.95	1.97	01590	PSS
Climb the pyramid knocking out the supports for the giant gorilla as you go, meanwhile dodging the barrels and rocks he drops on you.				
Pilot	5.95	2.97	01530	Hewson
Take the controls for a night flight, navigate by beacons using the instrumentation, take off, climb, bank left and right, descend and land — you'll learn to master them all.				

CHOOSE ANY THREE FOR HALF PRICE

SPECTRUM

SPECTRUM	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Ad Astra	5.95	2.97	06360	Gargoyle
Can you survive in deep space against the deadly phasers of Pirate Battlecruisers and Robot Scout Ships, scatter bombs, and the almost impenetrable curtain of lethal mines.				
Blade Alley	5.95	2.97	04340	PSS
Six different screens of incredible arcade action featuring Saucers, Asteroids, Tie Fighters, Space Hoppers, Banking Spaceship and moving 3D Scenery.				
Crusoe	6.00	3.00	07750	Automata
Shipwrecked and stranded on a remote island with nothing but an empty stomach, a bottle of granny's patent elixyr and the clothes he stands up in — your job is to return Crusoe home again.				
Micro Olympics	5.95	2.97	07070	Micro-User
Game description as for Commodore 64.				
Moon Alert	5.90	2.95	05840	Ocean
Emergency! Battle across the rugged lunar terrain from the wreckage of your Space Fighter back to the lunar base. Scrolling landscape covers over 300 screens!				
Moon Sweeper	7.95	3.97	10420	Cheetah
You command the Moonsweeper Raider on a deadly seek and find mission for stranded lunar pioneers. There are four moons to search, guarded by hostile Base Carriers, Short Range Interceptors and Death Towers.				
Olympimania	6.00	3.00	04080	Automata
Starring the Piman in five different Olympic events with a difference — who let those alligators into the swimming pool? Features Lurch the Office Parrot, Mutent Trees and many more surprises.				
Special Operations	5.95	2.97	09790	Lothlorien
Superb graphics adventure war game — features 18 different maps, plus maps for resolving skirmishes with enemy patrols, and seven different levels of play each with a different objective.				
Trashman	5.95	2.97	04290	New Gen.
Empty all the bins from each road into the dustcart in a race against your slowly reducing score, get more points doing jobs for householders but step on the grass and you'll get bitten by their dogs and end up with a limp — watch out too for cyclists and cars!				
War of the Worlds	7.95	3.97	06260	CRL
Based on Jeff Wayne's Musical Version of the H.G. Wells classic. You live in a world under Martian domination — you must survive against the terror of their Fighting Machines and weapons of death.				

ORIC

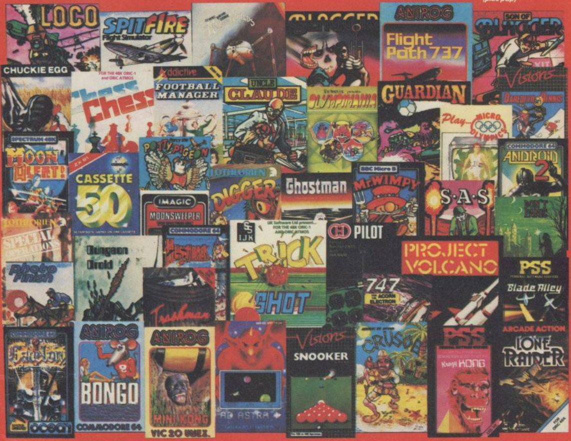
ORIC	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Chess	9.50	4.75	06950	IJK
Quite simply the best version of the game available for your Oric with variable skill, care, sub and speed levels . . . stuck? the computer will suggest a move — just one of the many features of this superb program.				
Digger	6.95	3.47	06540	Lothlorien
Fast and challenging — deposit sacks of gold in your bank while attempting to kill all the monsters on the screen before time runs out.				
Ghostman	7.50	3.75	07460	Severn
Control your Ghostman around the Maze eating the dots and fruit but avoid the Ghosts who are out to get you. Find the Power-Pills in the corners of the maze and you'll become temporarily invincible. Nine levels, each one faster than the previous maze!				
Lone Raider	8.50	4.25	03150	Severn
For eons Earth's Battle Fleet has held back the alien Zugs. As Captain of the Lone Raider you must breach their defences wreaking havoc on your way to their Mother Ship.				
Trick Shot	7.50	3.75	06970	IJK
You have to pot the balls in the pockets by lining up the cue and hitting the cue ball with just the right strength — it's highly realistic and each ball and pocket combination scores differently.				

DRAGON 32

DRAGON 32	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Chuckie Egg	7.90	3.95	02300	A&F
Game description as for Electron.				
Don't Panic	5.45	2.72	09360	Peaksoft
A great double bill . . . Towers of Death and The Ice Kingdom are two classics that should feature in every collection. But miss a vital clue and you could be playing for months in your quest for the treasure.				
Photo-Finish	7.95	3.97	09330	Peaksoft
Superb real-time graphics, authentic race-cards showing previous form, odds based on actual form, races from 5 furlongs to 2 miles, timed results and a photo-finish feature! For 1-4 players.				
Project Volcano	7.95	3.97	07530	Mission
A top secret missile command centre has been discovered in an extinct volcano on the Yugoslavian border. It's the heart of a network covering the whole of the Soviet Block — your job is to neutralise it.				
S.A.S.	6.95	3.47	09350	Peaksoft
You'll be briefed on your mission and then, equipped with helicopter gunships, wire guided missiles and grenades. It's up to you. There's a night action feature and nine minefields just to liven things up.				

JOIN THEM And start by choosing any three games for half price

(plus p&p)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FOOTBALL MANAGER
UNCLE CLAUDE
OLYMPIMANIA
GUARDIAN
Visions
DAREDEVIL DENNIS
Play... MICRO OLYMPICS
SPECTRUM 48K
MOON ALERT!
ZX 81
CASSETTE 50
POTTY PIGEON
LOTHLORIEN
DIGGER
Ghostman
BBC Micro B
Mr.WIMPY
S·A·S
COMMODORE 64
ANDROID 2
IMAGIC
MOONSWEEPER
LOTHLORIEN
SPECIAL OPERATIONS
COMMODORE 64
Dungeon Droid
IJK
TRICK SHOT
PILOT
PROJECT VOLCANO
PSS
Blade Alley
Photo Finish
Trashman
747
ACORN ELECTRON
ARCADE ACTION
LONE RAIDER
ANIROG
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ANIROG
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KONG
ocean

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COMMODORE 64	Rec. Retail Price	You Choose at Half Price	Item Code	Software House	
Android 2	6.90	**3.45**	07160	Ocean	You are the Android — stop the advance of the Millitoids, survive the Maze of Death, rationalise the Paradox Zone and cross the Flatlands — but beware the lethal hoveroids, bouncers and landmines.
Blagger	7.95	**3.97**	05510	Alligata	Follow the exploits of Rodger the Dodger, master burglar, through banks, shops and houses — but watch out for alarms and very spooky night-watchmen.
Son of Blagger	7.95	**3.97**	05520	Alligata	You've polished your skills on Blagger, now put them to the test with his son — Slippery Sid's not after money . . . espionage is his game.
Cavelon	6.90	**3.45**	05860	Ocean	Enter the castle stronghold at your peril! To rescue Guinevere you must ascend six awesome levels dodging and battling the deadly knights. Will the magic of the sword Excalibur make good prevail?
Dare Devil Dennis	7.95	**3.97**	06790	Visions	So you think you could be a stuntman . . . the money is good but will you live to enjoy it — test your skills on land, sea and snow.
Hunchback	6.90	**3.45**	03750	Ocean	Rescue Esmerelda from her castle stronghold. Featuring the Ramparts, Knights, Arrows, Fireballs, The Pit and of course those Bells!
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Snooker	8.95	**4.47**	03960	Visions	Accurate table layout, variable shot strength, spin on the ball in any direction, foul feature . . . It's like having your own full size table but guard it or you'll never get a chance to play yourself.

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Snooker	8.95	**4.47**	02170	Visions	Game description as for Commodore 64

ELECTRON					
Blagger	7.95	**3.97**	05170	Alligata	Game description as for Commodore 64.
Chuckie Egg	7.90	**3.95**	02190	A&F	Who'd think a farmyard could be so stressful? You must collect the eggs before the nasties get out and eat all your corn. And if the crazy duck gets out of the cage, you're in real trouble!
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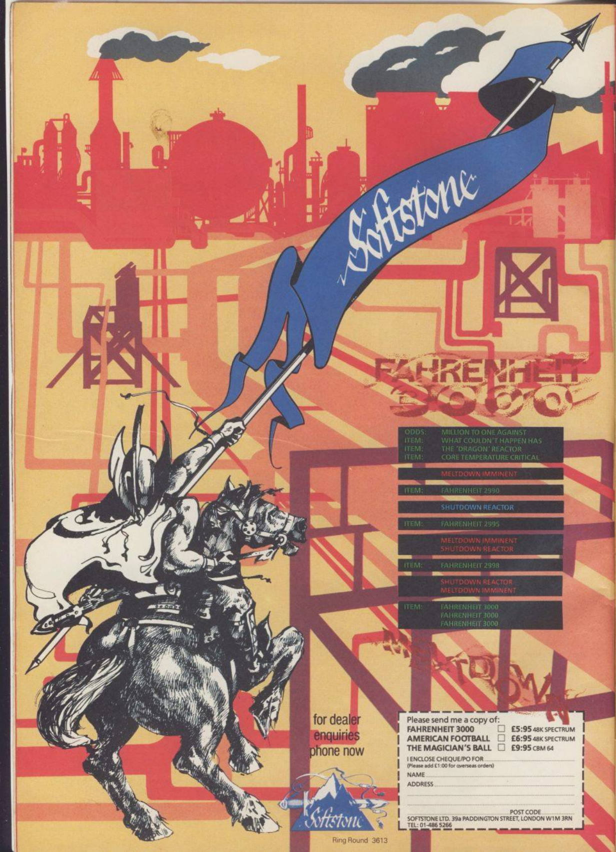

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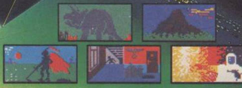

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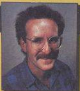

The storylines for "Eureka!" are by Ian Livingstone, whose "Fighting Fantasy" books have sold over 2,000,000 copies. He's dreamed up some rather nasty tricks and twists for you in this Epic, because he has also devised the cryptic clues and conundrums in the booklet that goes with the program. He's the one who knows the answers.

"Eureka!" was programmed by Andromeda teams led by Hungarians Donát Kiss and András Császár. It took the equivalent of 5 YEARS to create, and the skills of 4 graphic artists, 2 musicians and a professor of logic too. We told them to stretch the hardware's capabilities, and make sure you were kept awake for hours!! They've done it...

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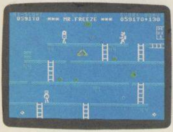

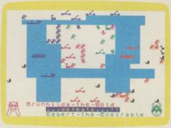

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Farmer Tubby is out to bag a few ducks, and maybe a swan, for his dinner. His trusty blunderbuss is small comfort against some of the zany hazards and surprises he encounters. Can you help him? This is the daftest, funniest duck-shoot of them all. A sense of humour is essential!

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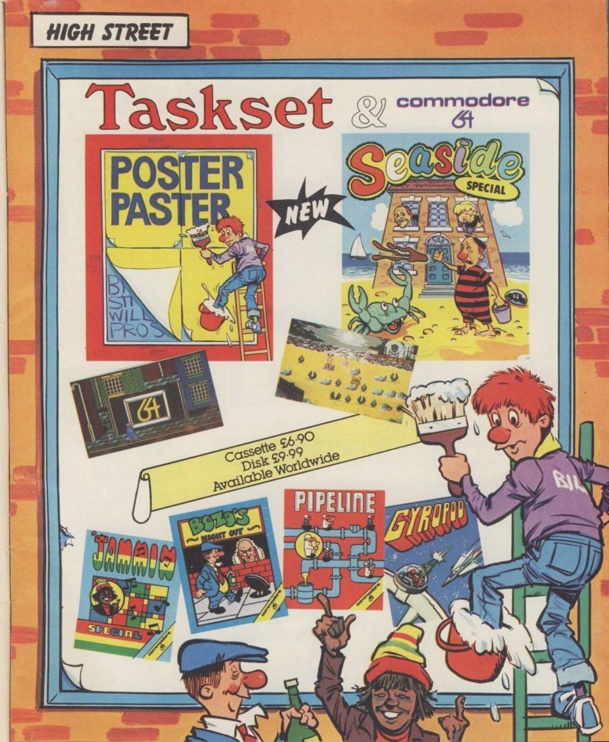
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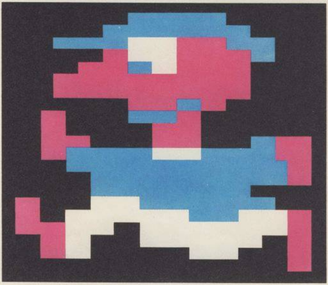

With Mirrorsoft games, you can make loads of new friends like Mr. Bounce and Ceasar the Cat. Or, now, like Dr. Frankenstein, you can create your very own monsters and aliens. As well as friends and heroes to defeat them.

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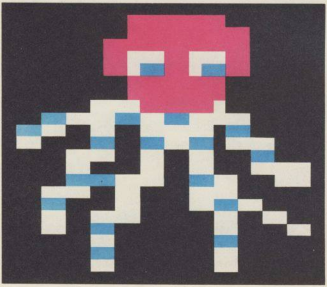

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An arcade type game featuring Mr. Bounce and the Mr. Men. But don't get the idea that it's just a kids' game. Far from it. There are four main screens each with eight levels of difficulty and complexity. Don't worry, there's also a practice program with slower speeds.

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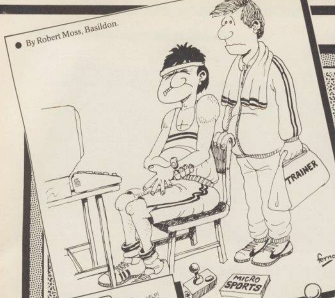
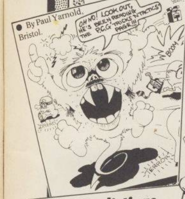
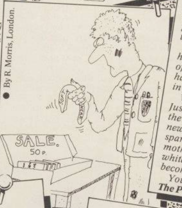

● By Robert Moss, Basildon.


● By Paul Yarnold, Bristol.
OH NO! LOOK OUT, HE'S BEEN READING THE P.C.G TRICKS 'N' TACTICS PAGE!!!
YELP!
BOOM
DREAD
TERROR


● By R. Morris, London.

Dear Readers,

Pssst!! The Editor's on holiday, so for once us minions get the chance to write to you and give you the TRUTH! Now you're going to find out what's REALLY been going on here this month at the PCG offices... It's been an absolute NIGHTMARE!

FIRST we got a Game of the Month that was so outrageously brilliant that none of us could stop playing it... until the Editor banned it from the office and sent us all back to work. You can read all about it inside... and have pity on us!!

THEN news slipped round that Virgin were offering us the chance of a holiday in New York... but NO! The Editor put his foot down and said it's to be a competition for READERS ONLY!! You lucky devils you, wait until we get our hands on you!

THEN the Editor tells us that there are so many stupendous releases this month that the magazine will have to be even THICKER – as if we haven't got enough work to do already!

AND THEN some of the games this month turned out to be so mind-bogglingly addictive that we just couldn't stop playing them – even after work. We haven't had a good night's sleep in weeks... PLEASE is there a doctor out there? We need HELP!

If you thought last month's issue was red hot, you'd better drop this one in a bucket of water – it's on fire! Us poor slaves keep having to call out each other's names just in case someone's gone up in smoke!

Well?? What are you standing there for?? Just flick through the mag and get a load of the most AMAZING games, the HOTTEST news, the JUICIEST competitions... and spare a thought for US, because our own mothers wouldn't recognise the red-eyed, white-haired wrecks we're rapidly becoming.

Yours in total desperation,
The PCG Minions

£50 for hit listings

Okay, you red-hot gamesters, you may be ace at getting high scores, but how good are you at writing your own game?

Here at PCG we're always on the lookout for top-quality listings to publish in Program Library. What's more, we pay a hefty £50 for the ones we publish... And, of course, you achieve undying fame by getting your name splashed across the pages of the nation's hottest mag.

Here's what you have to do... Just send us your game on cassette for evaluation. You MUST also include your name, address, and phone number (if you've got one); a written or (preferably) printed listing of the program; some notes on how the program works (variables, routines, etc); and a stamped addressed envelope if you want the cassette returned.

Just one last thing – you must also include a signed declaration that the program is your own original work, and that it has not been submitted to any other publication.

Well?? What are you waiting for?? Fame and fortune are waiting just round the corner... get programming!!

. . . And yet MORE riddles!

Q: What did the Ghostrider say when someone said 'Hello'?
A: Don't spook until you're spooken to.
(Jonathan Lloyd, Coventry)

Q: Who wrote Attack of the Mutant Polo?
A: Jeff Minty.
(Stephen Boseley, Nottingham)

Q: Shall I tell you the joke about Trashman?
A: Better not, it's a load of rubbish.
(Maurice Mahon, Swindon)

Q: What's the difference between a shoebox and a ZX81?
A: A ZX81 has wires attached to it.
(Steve King, Burton-on-Trent)

Q: What is a punk's favourite game?
A: The Yobbit.

Q: What is Brigitte Bardot's favourite game?
A: Fort Apuckerlips.
(Dominic Lloyd, Camberley)

Q: What do computers like to eat?
A: RAMburgers.
(Terry McLean, Brockley)

Q: What do you get if you load a 3D shoot-'em-up and Chuckie Egg together?
A: Hen-counter.
(R. P. Knights, Spalding)

Q: What did the Mutant Telephone say to Miner Willy?
A: It's for you . . .
Q: Why did Thor cry 'I'm Thor!' while riding his favourite horse?
A: He forget his saddle.
(Steven McLean, Alyth)

Fill this space

We'd like your contribution on our notice-board – original cartoons, newspaper cuttings on a micro theme, computer jokes and riddles. If we publish yours you'll win a mystery piece of software for your micro. Come on... make us laugh!

Low-profile thankyou...
Many thanks to G & B Computer Electronics for the loan of the Lo-Profile pictured on page 43.

Oric turn to Europe

Oric's difficulties in 1984 – considerable debts, suits and counter-suits in the courts – have led the company to admit defeat in the UK and focus its attention on the European market.

This means that the release of new games from Ransoft, the software house now owned by Oric, is being delayed in this country while translations are made for the continent.

Oric's marketing manager, Terry Shurwood, said 'the UK has not been particularly receptive to the Atmos.' This summer saw the price of the Atmos tumbling from £180 to under £100. Oric's share of the market sticking at around 3%. In France, though, Oric has around 50% of the home computer market.

British Oric/Atmos owners can't expect to see Tansoft's new games until the end of November at the earliest.

Although Tansoft will continue to produce software for the Oric/Atmos, other software houses were not so sure that they would stay with the machine. Ian Sinclair of IJK – producers of Oric blockbusters *Xenon 1* and *Zorgon's Revenge* – said the company would be releasing more titles before Christmas but was not sure of writing any more next year.

The only good news for Oric owners in Britain is the launch of Orpheus, who are kicking off with three new 48K games.

Buzby's games

British Telecom have ventured into the software market under the name of Firebird Software. They have launched 20 games for the Spectrum, Commodore 64, BBC and Vic 20, all of which will retail at £2.50.

The games are known by the collective name of the Silver range and nine of them are for the Spectrum. The games should be available now at many high street outlets and some will be reviewed in our January issue.

Keyboard package

No, it's not a QL for midgets, it's Sir Clive's 'new' machine, the Spectrum Plus.

Plus what? Not a lot really. Inside that sleek black casing beats a good old-fashioned Spectrum, running good old-fashioned Spectrum software.

The obvious difference between this and previous Spectrums is the keyboard – which has always been the feature most criticised. Unfortunately, Sinclair have fitted something which feels even worse than the QL and nowhere near as good as keyboards available from independent suppliers (see this month's peripherals feature).

But, as well as reset buttons, a separate delete key and fifteen other new keys, the Plus comes with £50 of Spectrum software – and it's probably this innovative feature that will tempt the prospective buyer. Included in the package are Psion's *Scrabble*, *Chequered Flag*, *Chess*, *Make-a-Chip*, *Vu-3D* and *Tasword 2*.

The Spectrum Plus costs £179.95. The 48K Spectrum costs £129.95. Buyers will have to ask themselves whether they really want to spend an extra £50 for the Spectrum Plus keyboard and free software. The alternative is to buy the old Spectrum and spend the £50 on a better keyboard from an independent supplier.

Pirate deterrent

The battle against software piracy goes on and right in the forefront are Software Projects. The company are not a member of the Guild of Software Houses and as an independent want to act very positively to stamp out mass piracy.

The company's latest releases are all on light blue tapes and wrapped in a cellophane cover with a tear strip bearing their name and logo. These two features will be extremely difficult and expensive for pirates to reproduce and, more importantly from the company's point of view, will enable Trading Standards Officers to track down the pirates and bring them to justice much more easily and quickly.

Colin Stokes of Software Projects said that he was already aware of several cases being brought by the Trading Standards Office and that he 'may be spending most of 1985 as a witness.'

electron joystick interface
high speed ROM software
POWER SOFTWARE
electron joystick interface

Electron add-on

Sore-fingered Electron owners will be pleased to hear of another joystick interface for the machine from Power Software.

This plug-in cartridge costs £24.95 and will connect any Atari-type joysticks 'on virtually every game, whether written for joysticks or not'.

At the same time Power are bringing out a BBC software utility called *Frantic Fingers* which enhances joystick and keyboard control in the Beeb. This will retail at £3.99.

Ocean to use the Imagine name

Ocean Software have bought the right to use the Imagine name and logo and intend to launch a new Imagine games company soon.

Ocean director, David Ward, explained the move as an attempt to 'use the label as our premiere games imprint' and to exploit the 'great amount of goodwill – especially in Europe – surrounding the Imagine name.'

Along with the name, Ocean have also acquired some completed games. One is *Baseball* for the '64 while another is 'a massive animated adventure based on a Greek myth.' All new games software from the Ocean stable will be marketed under the Imagine label – including the follow-ups to *Kong* and *Hunchback*.

Ward sees the acquisition as an important step in Ocean's strategy for the future. 'There is a growing market for people who don't just want to play games on their computers', he says. He foresees the Ocean name being used to market the range of utilities and educational programs he expects to become increasingly important in 1985.

And how much did it cost to buy the Imagine name? Ward was unwilling to name a figure, but added that it was 'a lot of money.'

● *Bandersnatch*, which was 75% complete at the time of Imagine's collapse, will survive, but on the QL instead of the Spectrum. Sinclair have bought rights to the mega-game from Imagine's liquidator and it will be completed by a new company called Fireiron.

A spokesman said that Sinclair also have options on one or two other Imagine games under development.

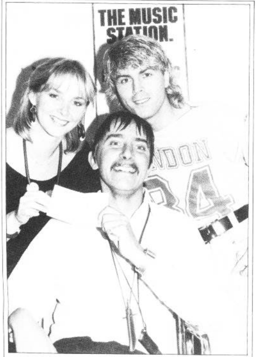
Compilation games

Computer Records have now finalised the release date of their compilation of previously marketed programs.

Initially there will be two packages, one for the Spectrum and one for the Commodore 64, each containing 12 games on one tape. The games are all from leading software houses.

Both tapes have versions of *Hunchback*, *Mr Wimpy*, *Kong*, *Denis Through The Drinking Glass* and *Moon Buggy*. Also on the Spectrum tape are *Space Intruders*, *Transversion*, *Missile Defence*, *Pool*, *Spectres*, *Meteor Storm* and *Time Gate*. On the 64 are *Galaxy*, *Hexpert*, *Ring of Power*, *Skramble*, *Purple Turtles*, *Cosmic Commando* and *Starbase Defence*.

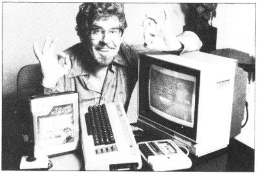
The tapes will cost £12.49 for 12 games and the packages should be available now at major retail outlets. It looks like a great Christmas gift for the new computer owner.



Bucks Fizz for MS sufferers

Stuart Henry's *Pop Quiz*, from Bellflower Software, has produced a hefty donation to the cause of Multiple Sclerosis.

Mike Nolan and Cheryl Baker of the pop group Buck's Fizz presented DJ Stuart Henry, who suffers from the disease himself, with a cheque for £2,100 on behalf of Bellflower.



QUICK ON THE DRAW

Budding artists on the Commodore 64 are being spoiled rotten with the release of three picture drawing packages, two from Commodore themselves and one from Quicksilva.

The two Commodore programs are *Rolf Harris' Picture Builder* and *Tony Hart's Art Master* both of which contain some sample pictures to help inspire you. The programs will sell for £9.99 on cassette and are available now.

Doodle is a colour sketch pad from Quicksilva and comes in disk form at £14.95 and allows you to dump pictures to your printer.

At this rate the Tate Gallery is going to be flooded with computer art from impressionist, abstract and cubist programmers.

VIOLENT AND FAST

IJK's *Rocketball* for the '64, a game which the company's Ian Sinclair says 'makes *International Soccer* look sick', is based on the film Rollerball.

This two-player game is available now and costs £7.95.

Willy hits the '64

Jet Set Willy has arrived on the Commodore 64, to the joy of all those platform fanatics and the horror of those in need of sleep.

The game is almost identical to the Spectrum original and does not seem to have taken advantage of the 64's power. Nevertheless, it's bound to be a big hit. The game is available from Software Projects and retails at £7.95.

NEW RELEASES

FROM RECORD TO CASSETTE

You've heard the record, you'll see the movie and now you can play the computer game. *Ghostbusters*, the game of the smash-hit US film, is now available from Activision on the '64, Spectrum and MSX machines at £10.99, £9.99 and £11.99 respectively.

Ghostbusters has been programmed by David Crane of *Pitfall* and *Decathlon* fame and has been released to coincide with the film's launch in Britain at the beginning of December. Activision are mounting a big publicity campaign to promote the game and expect it to go to number one in the charts.

NEW GAMES FOR NEW NAME

A new name in the industry is Sterling Software who have released three games, including one title on the Amstrad.

The latter is called *Country Cottages* in which you play the part of a landlord buying, selling and renting property to some loopy tenants. The game is also available on the Spectrum at £5.95 with the Amstrad version costing £7.95.

Orpheus in the Underworld is an arcade adventure on the Commodore 64 for £6.95 and *Assignment East Berlin* is a text adventure for the Spectrum for £5.95.

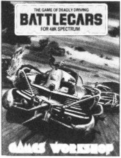
● Arthur and Tel celebrate their transition to the home micro (see 'TV games')

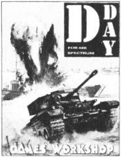
FIVE FOR MSX

Mr. Micro have converted five of their titles to run on MSX machines. *Crazy Golf, Humphrey, Cubit, Zakil Wood* and *Punchy* are all in the shops now and change hands for £6.90.

THREE CONVERSIONS

Mogul are converting their Commodore 64 titles for the Amstrad. *Fire Ant* is available now while *Zeta 7* and *Murphy* are expected to be in the shops soon. All three games should cost £7.95.





WAR GAMES

Games Workshop, the people who first introduced the role role-playing board game *Dragons*, are moving into the computer games market.

Their first releases, *Battlecars* and *D-Day*, should be in the shops now for both the Spectrum and Commodore 64, at £7.95.

Battlecars is set in the year 2081. The player has to build a car, arm it and then take on a hostile warrior. *D-Day* is a two player war game set during the Normandy landings of 1944. The players take German and Allied sides and move their forces through a 63 unit scrolling map.

TV GAMES

DK'tronics have launched *Home Sweet Home*, a game featuring those cartoon favourites Popeye, Olive Oil and Bluto. The game casts the player as Popeye and takes place on a building site where he is trying to build a home for Olive and Sweet Pea.

The game is available on the Spectrum, Commodore 64, MSX and Amstrad machines at £5.95.

DK'tronics are planning the release of several more games based on popular TV and cartoon characters. In the new year we should see games inspired by the Thames programmes Minder, The Sweeney, Benny Hill and Rainbow. Also appearing will be a game starring Hagar the Horrible, the beer-swilling Viking of the comic strips.

In line with DK's new strategy, all these games will be released simultaneously for the four machines mentioned above.

CHEAP TAPES

Mastertronic have released four more games, two are conversions of Commodore 64 games for the Spectrum while the other two are original games for the 64 and the BBC.

Starace is the new 64 game and *Challenger* is for the BBC. The two conversions are *Space Walk* and *BMX Racers*. As usual, all four tapes will cost £1.99 each.

NOVEL PACKAGES

Century Software, a new competitor in the games market, look set to make a big impact with their first releases.

On the BBC they have *The House Lord*, an arcade game by Jonathan Griffin, author of such BBC classics as *Snapper* and *Rocket Raid*. In the game you play the part of the nobleman Aldric, who has to survive 'the Messenger's ride', armed only with his sword and bow.

The game should be in the shops now and costs £7.95 or £12.95 with a copy of the novel on which it is based.

On the Spectrum Century are bringing out *Legend*, an adventure game based on the fantasy novel by David Gemmel. The program comes in two parts and the package includes a copy of the book.

Legend features animated graphics, 120K of text and will be available at the end of November. The package will set you back £14.95.

Century have also produced three arcade games on the Spectrum – *Scuba Attack, Tachyon Command* and *Warlords* – which should all be in the shops now at £6.95 each.

Commodore 64 owners can expect to see *Skyline Attack* in the shops at the end of November. The program is a shoot-'em-up scrolling through twelve cities and costs £7.95.

THEIR FEET IN YOUR HANDS.

O.K., so you like to think you can play football like Pele.

Well, now's your chance to prove it.

With the best football game that's ever been seen outside of Wembley.

commodore
COMPUTER SOFTWARE

Not only is International Football startlingly life-like, but it gives you near perfect control over the players.

The ball's at their feet, and their feet are in your hands.

You can kick the ball and you can dribble it. You can pass it or even head it.

And every time you belt the ball into the net, the crowd cheers madly.

How often you score depends on how good you are. It also depends on the level at which you choose to play.

Altogether there are seven levels. From good amateur to... well, good professional.

You can choose the easiest level of play, so long as you don't expect a walk-over.

Or, if you fancy seeing what it's like to play in a Cup Final, then you can always choose the most difficult level.

Or play safe and choose somewhere in between.

At each level you're able to play either a friend or the computer.

(But be warned, it plays a pretty mean game does the Commodore 64).

You can also choose your team's colours, and those of the opposing team.

Which is great.

It means you can play for Chelsea one day, and QPR the next. Or Celtic, then Rangers.

Imagine that.

Or you can play in your own team's colours against Liverpool...and thrash them.

With International Football you get all the atmosphere of a Cup Final spectacular in your own front room.

The game is a real test of skill, dexterity and speed, and guaranteed to very quickly drive you football crazy.

Like all of our software, International Football has been designed to make the very most of our hardware.

Commodore software. It costs no more, even though there's more to it.

INTERNATIONAL
SOCCER

INTERNATIONAL FOOTBALL CARTRIDGE £14.99.

We've got the TALENT

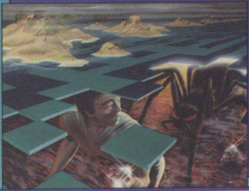
and our games prove it!

Amazing graphics, fast and furious action, challenging strategy, compelling adventure – this first wave of games from TALENT has got the lot!

Written by professional computer scientists using powerful new programming techniques (which leave machine code standing), these games have pushed home micros to the very limit.

Kalah

ARCHIPELAGO



KALAH

One of the oldest games in the world! Originally played by Bedouins using pebbles and holes scooped in the desert sand, this strategy game has absorbed the mind of man for thousands of years. Superb graphics and music, with a choice of levels and depth of search. Easy to learn, fiendishly difficult to beat!

Commodore 64 Cassette £7.95 Disk £9.95

COMMODORE CASSETTES ARE *'FAST LOAD'*

LASER REFLEX

A new angle in alien zapping! Against a brilliant backdrop of stars, you must defend your asteroid base from wave after wave of swooping mutating starships. Your defence – a powerful laser deflected against a giant mirror. How long can you hold out before your defences crumble?

BBC Model B Cassette £7.95
Electron Cassette £7.95

COMMODORE SOFTWARE WILL SHORTLY BE AVAILABLE ON COMPUNET

ARCHIPELAGO

Dare you venture into the ancient undersea labyrinths which link the islands of the Archipelago? Fabulous jewels await you there – but the guardians of the treasure mark your every move, waiting to deal a swift and terrible vengeance. How long can you survive?

A fast-moving, action-packed game with brilliant graphics, animation and music.

Commodore 64 Cassette £7.95 Disk £9.95
(joystick needed)

WEST

A compulsive adventure game set in a ghost town in the Wild West. Your task – to flush out a gang of bank robbers and retrieve their loot – with only your trusty steed and your six-shooter to aid you!

Test the speed of your draw, your skill at cards, your powers of survival!

The first of a stunning series of adventure games from Allan Black, played in real-time.

Commodore 64 Cassette £9.95 Disk £12.95
BBC Model 'B' (text only) Cassette £7.95
Electron (text only) Cassette £7.95

SOFTWARE FROM SCOTLAND

Talent games should shortly be available from your local software retailer – or post off the coupon now.

PANORAMA (H)

An outstanding graphics package for the Commodore 64. Features include: free-hand sketches, circles, ellipses, block move, copy and reverse, magnification choice of cursor, joystick or key control. PLUS texture definition and texture and colour fill. PANORAMA (H) uses the full colour facilities of the Commdore 64.

Commodore 64 Cassette £17.95 Disk £19.95

The programme is menu-driven and comes with a comprehensive illustrated instruction booklet.

TALENT

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Glasgow G4 0NS Tel 041 552 2128

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PANORAMA (H)	—	Cassette	(£17.95) ☐
PANORAMA (H)	—	Disk	(£19.95) ☐
ARCHIPELAGO	—	Cassette	(£ 7.95) ☐
ARCHIPELAGO	—	Disk	(£ 9.95) ☐
KALAH	—	Cassette	(£ 7.95) ☐
KALAH	—	Disk	(£ 9.95) ☐
WEST	—	Cassette	(£ 9.95) ☐
WEST	—	Disk	(£12.95) ☐

BBC MODEL B	Quantity		
LASER REFLEX	—	Cassette	(£ 7.95) ☐
WEST (text only)	—	Cassette	(£ 7.95) ☐
ELECTRON			
LASER REFLEX	—	Cassette	(£ 7.95) ☐
WEST (text only)	—	Cassette	(£ 7.95) ☐
Total (includes postage and packing)			

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Signature ______ Tel ______

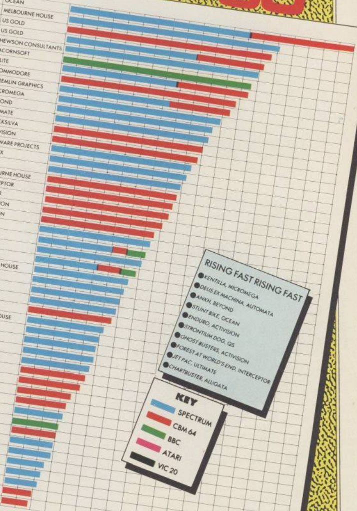
Please allow up to 28 days for delivery. We shall not bank your remittance until your order has been despatched.

Dealer enquiries welcome. Contact Veronica Colin on 041 552 2128.

PCG TOP 50

1	(1)	**DALEY'S DECATHLON**	OCEAN
2	(–)	**SHERLOCK**	MELBOURNE HOUSE
3	(–)	**ZAXXON**	US GOLD
4	(6)	**BEACH-HEAD**	US GOLD
5	(–)	**AVALON**	HEWSON CONSULTANTS
6	(–)	**ELITE**	ACORNSOFT
7	(–)	**KOKOTONI WILF**	ELITE
8	(14)	**INTERNATIONAL SOCCER**	COMMODORE
9	(2)	**WANTED: MONTY MOLE**	GREMLIN GRAPHICS
10	(4)	**FULL THROTTLE**	MICROMEGA
11	(12)	**THE LORDS OF MIDNIGHT**	BEYOND
12	(5)	**SABRE WULF**	ULTIMATE
13	(39)	**SUMMER GAMES**	QUICKSILVA
14	(3)	**DECATHLON**	ACTIVISION
15	(9)	**JET SET WILLY**	SOFTWARE PROJECTS
16	(11)	**TORNADO LOW LEVEL**	VORTEX
17	(8)	**MATCH POINT**	PSION
18	(–)	**ZIM SALA BIM**	MELBOURNE HOUSE
19	(10)	**ARABIAN NIGHTS**	INTERCEPTOR
20	(–)	**DEATH STAR INTERCEPTOR**	SYSTEM 3
21	(–)	**HAVOC**	DYNAVISION
22	(–)	**PITFALL 2**	ACTIVISION
23	(–)	**AMERICAN FOOTBALL**	ARGUS
24	(34)	**FOOTBALL MANAGER**	ADDICTIVE
25	(23)	**WORLD CUP FOOTBALL**	ARTIC
26	(7)	**MICRO OLYMPICS**	DATABASE
27	(15)	**MUGSY**	MELBOURNE HOUSE
28	(–)	**COMBAT LYNX**	DURELL
29	(16)	**PSYTRON**	BEYOND
30	(47)	**FRANK N STEIN**	PSS
31	(18)	**ASTRO CHASE**	STATESOFT
32	(–)	**HAMPSTEAD**	MELBOURNE HOUSE
33	(29)	**FIGHTER PILOT**	DIGITAL
34	(–)	**BATTLE FOR MIDWAY**	PSS
35	(–)	**QUO VADIS**	THE EDGE
36	(–)	**PYJAMARAMA**	MIKROGEN
37	(–)	**DARK STAR**	DESIGN DESIGN
38	(–)	**CHILLER**	MASTERTRONIC
39	(–)	**BOULDER DASH**	STATESOFT
40	(–)	**FALCON PATROL 11**	VIRGIN
41	(–)	**TWIN KINGDOM VALLEY**	BUG-BYTE
42	(–)	**FRAK!**	AARDVARK
43	(–)	**HIGH NOON**	OCEAN
44	(–)	**ZOMBIE-ZOMBIE**	QUICKSILVA
45	(–)	**PERILS OF BEAR GEORGE**	CHEETAH SOFT
46	(–)	**BRAXX BLUFF**	MICROMEGA
47	(–)	**TERRAHAWKS**	CRL
48	(–)	**PSYTRAXX**	THE EDGE
49	(–)	**SUICIDE EXPRESS**	GREMLIN GRAPHICS
50	(–)	**TROLLIE WALLIE**	INTERCEPTOR

Last month's position in brackets.



The length of the bars indicates relative sales as monitored in over 250 independent shops.

RISING FAST RISING FAST

- ● KENTILLA, MICROMEGA
- ● DEUS EX MACHINA, AUTOMATA
- ● ANKH, BEYOND
- ● STUNT BIKE, OCEAN
- ● ENDURO, ACTIVISION
- ● STRONTIUM DOG, QS
- ● GHOST BUSTERS, ACTIVISION
- ● FOREST AT WORLD'S END, INTERCEPTOR
- ● JET PAC, ULTIMATE
- ● CHARTBUSTER, ALLIGATA

KEY

🟦	SPECTRUM
🟥	CBM 64
🟩	BBC
▬	ATARI
■	VIC 20

GOLD AGAIN FOR DALEY

Leaving the competition behind in a cloud of dust is ***Daley Thompson's Decathlon***, number 1 for the second month running. Its success is no doubt linked with the huge popularity of *Track and Field* in the arcades plus the fact that the game is selling on both Spectrum and Commodore 64 – looking at just '64 sales, Ocean's game is well behind its rival versions: *Summer Games* from Quicksilva and *Decathlon* from Activision.

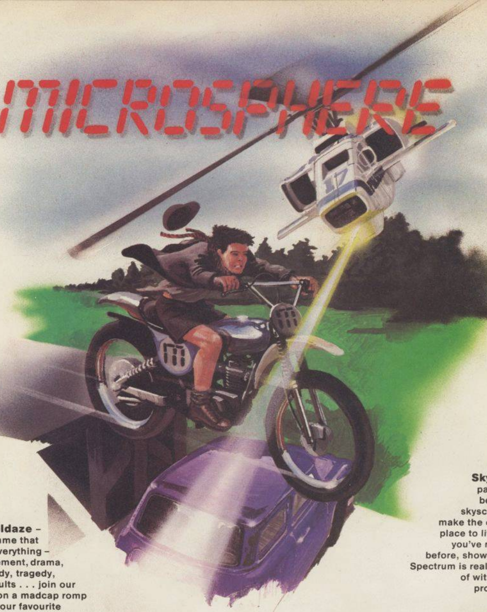
Meanwhile Melbourne House have soared to number 2 with ***Sherlock*** – that's despite its £15 price tag. Told the news, spokeswoman Paula Byrne said: 'That's great – our first production run sold out in three days. Let's hope it stays there till Christmas.'

The most impressive new entry is ***Elite*** for the BBC, by far the biggest selling game for this machine in months.

It's interesting to note the struggle for supremacy between sales of Spectrum and Commodore 64 games – Spectrum is still ahead, but the next few months could just turn the tables.

It's a shame about ***Manic Miner*** which, after well over a year, has finally dropped out of the charts – but with new versions of the program coming out shortly it could yet make a reappearance.

This month's Game of the Month, ***Boulder Dash***, is in at number 39 – and if there's any justice in the world it should be heading for the top. Watch this space.



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the game that
has everything –
excitement, drama,
comedy, tragedy,
catapults . . . join our
hero on a madcap romp
with your favourite
characters – the wicked
headmaster, the nutty professor,
the ancient history master (the
history's quite old, too!) and, not
forgetting the swot and the school
bully.
Speech bubbles, amazing
animation, great graphics.

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Skyranger –
patrol the air
between the
skyscrapers and
make the city a safer
place to live. 3D like
you've never seen
before, showing what a
Spectrum is really capable
of with the right
programmer.

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Wheelie –
in February the CRASH magazine reviewers
thought this was one of the most addictive
games ever. At a rough guess I'd say they were
addicted to this game.

£5.95

All for the 48K Spectrum.
Available from all good computer shops.
or direct from: **MICROSPHERE COMPUTER SERVICES LTD,**
72 Rosebery Road, London N10 2LA

WHISPERING HORACE

World leaders

Who do you think are the world's leading hardware manufacturers? IBM? NEC? Oric?

Wrong, wrong, wrong. Horace can now reveal the startling truth. A top secret press release on my desk states that DK'tronics 'are acknowledged as the world's leading hardware manufacturers'. Well, it's obvious when you think about it. They produce a Spectrum keyboard.

Crowther v Gremlin

Yes, chums, I bring sad tidings. The happy marriage between the famous Tony Crowther and up and coming Gremlin Graphics has not lasted. After leading, in record time, to the joyful birth of *Potty Pigeon* and *Wanted: Monty Mole*, unhappiness and strife have set in and, at time of writing, divorce seems a certainty.

The separated parties are now wrangling over the custody of Crowther's latest offspring *Suicide Express*, a hit in the last issue of PCG but so far not released. Alas, I hear the bust-up has resulted in that excellent program being whipped off this journal's cover cassette at the last moment, pending resolution of ownership of rights to the game. I fear it could do even worse and further delay the game's release.

Tell me, someone, where, oh where will super-star Tony find a permanent partner?

Damned by fake praise?

Flicking through the letters being considered for publication in this issue, I noticed a couple in praise of the much-publicised *Kokotoni Wilf* from Elite. Interesting as these letters are they're not nearly so intriguing as a letter which floated into my mailbox the other day from the direction of Tyne & Wear.

'Several companies,' it says, 'have recently started offering prizes for the first people to complete their programs and Elite are no different with their recent offering *Kokotoni Wilf*.

'However, after applying to Elite for the prize, I was disgusted to receive a letter detailing another competition with the reward of meeting Lee Majors. To win the second competition you must be one of the first five to have a letter published in a computer magazine praising the game.

'This, in my opinion, is in very bad taste. *Kokotoni Wilf* is in fact well worthy of praise, but I feel it should be won honestly and not through bribery.

'PS. If you decide to print this letter, please omit my name and address in case it is misinterpreted as an entry for the competition itself.'

Naturally I got on the blower to Elite straight away! Come on chaps, I said, surely this isn't true?! Oh, but it is. 'We only sent the letter to people who had praised the game to us,' whispered Elite. 'But on reflection, perhaps it was a little over the top.'

I should say so! You will be relieved to know that Horace has made representations to Ms Hemens and prevented aforementioned praise-letters seeing the light of day in PCG.

HOT GAMES WINNERS!

The Hot Games Competition in our September issue produced an astonishing response. Out of the several THOUSAND correct entries, the following 300 people came up lucky. Each wins a copy of the game for their machine.

Pharaoh's Curse – Vic 20

Correct answers: 1. *One treasure* 2. *A poison dart* 3. *Another screen*

Russell Chowdhury, Mirfield; **I Robins**, Southampton; **Scott Beaton**, Aberdeen; **Stephen Head**, North Humberside; **Alan Parfitt**, Surrey; **Stuart Monk**, Farnborough; **Po Shan Chung**, Carlisle; **Andrew Penrose**, Huntington; **John Bell**, Grimsby; **Darius Mills**, South Humberside; **Michael Ince**, Suffolk; **P C Cella**, Cleveleys; **Gary Beckett**, Manchester; **Paul Caines**, West Midlands; **Harley Piddington**, Redditch; **Ashley Griffiths**, Swansea; **Robert Kingham**, Reading; **Nick Pettitt**, Cambridge; **Kenneth Hannah**, Blackburn; **Csaba Zsinko**, Kent; **Robin Levy**, Exeter; **A Jefferies**, Ilkley; **Dean Mark Knight**, Cheshire; **Simon Watts**, Sutton Coldfield; **Charles Bolt**, Aberlour; **Paul Hudson**, Milton Keynes; **D Williamson**, Telford; **Robert Oakes**, Hertford; **Kevin Jaques**, Aldershot; **G McLean**, Cuckfield; **B T Charlton**, London; **Mali Mehmood**, Reigate; **James Moorcroft**, Bromley; **Steven David Ashley**, Leigh; **Jason Bloxham**, Farnham; **M M Masi**, Blackheath; **Darren Mussell**, Cleethorpes; **Adrian Taylor**, Ossett; **Lee Webster**, Sale; **Jaymeen Patel**, Beckenham; **Paul Bragg**, Manchester; **Nathan Rawlinson**, Tewkesbury; **Paul Lebrasse**, Isleworth; **Hawk Sweddon**, Essex; **David S Whittle**, Bolton; **Joel Butcher**, Norwich; **Paul Maidment**, Reading; **Robert Creasey**, Markfield; **Chris Fitch**, Walthamstow; **Matthew Bouch**, Hoye; **Robert Kitchen**, Bradford; **Adrian Mardlin**, Aylesbury; **Gary Roberts**, Derby; **Spencer Broughton**, Farnham Common; **Mark Lieberman**, Hornchurch; **D Copeland**, Doncaster; **Simon Suter**, Enfield; **Tommy Leggatt**, Blantyre; **Barry Whatling**, Reading; **Mark Jenkins**, Nr Briogend; **Adrian Payne**, Nr Peterborough; **Alan Wheatley**, Banffshire; **S Sattar**, London; **Ian Adalja**, Hythe; **Iain Waugh**, Caithness; **Barry Gallagher**, Nr Wigan; **Robert Crow**, Islington; **Neil Whittaker**, Conisboro; **Paul Montgomery**, Grimsby; **S Tolfrey**, Croydon; **Stephen Brand**, Peterborough; **J M Padfield**, Esher; **James Carr**, Ipswich; **Stelyo Siderides**, London; **David Merry**, Broadwell; **Gary Males**, Reigate; **Glenn Turner**, Tettenhall; **Eliot Mair**, Banchory; **S Renshaw**, Cosgrave; **Andrew Hedley**, Northumberland; **Robert Gudger**, Preston; **Martyn Hooton**, Wellingborough; **Graham Hunt**, Lowestoft; **D Wisniewoki**, Gwent; **Jamie Starr**, Deal; **John Chihan**, Middlesborough; **Stuart Weston**, Alfreton; **Iain Bradbury**, Cowdenbeath; **Michael Gurney**, Knebworth; **Clive W Lewis**, llanelli; **Mark Barron**, Cambridge; **Allistair Brown**, Cleveland; **Michelle Rosoman**, Nr Ipswich; **Joseph Fernley**, Wembley; **Darren West**, Northampton; **Graeme Reid**, Ayrshire **Owain Jones**, Ammanford; **Andrew Pressland**, Little Paxton; **Ian Atkinson**, Peterborough; **Graeme Clark**, Littleborough.

Quo Vadis – Commodore 64

Correct answers: 1. *A sceptre* 2. *38* 3. *46*

The winners: J Morgan, Barry; **C J Cheverton**, Isle of Wight; **James Moon**, Totton; **Gavin Richards**, Bromley; **A Whall**, Norwich; **R Hindle**, Lancs; **David W Astle**, Aughton; **Lukhuinder Kaur**, Newcastle upon Tyne; **Sean A Harvey**, Cimlaneath; **Stephen Foxwell**, Essex; **Peter Young**, Morpeth; **Tony Almond**, London; **Graham Ritchie**, Aberdeen; **Michael Peters**, Dudley; **David R Coles**, Maidenhead; **Malcolm Bergh**, Enfield; **Peter Martin**, Tyne and Wear;**Ian Gay**, West Denton; **David Pollitt**, Merseyside; **Ian Ross**, Cardiff; **Steven Gill**, Kenley; **Neil Bateman**, Hull; **Stephen Bennett**, Prestatyn; **Mark Richwood**, Walthamstow; **Mark Kilby**, Preston; **Paul Morris**, Nr Bolton; **Ian D Robertson**, Sunbury on Thames; **R Smith**, Bracknell; **Simon Eyre**, Sheffield; **Andrew Morris**, Southborough; **Ali Yildirim**, London; **H Skingley**, Cambs; **Paul Towey**, Luton; **Simon Noon**, Lincs; **Chris Eastwood**, Shilton; **Andrew Shepherd**, Shipley; **Alex Peat**, Twickenham; **R Hamer**, Reading; **Simon Michael**, Eire; **Simon Dudley**, Staffs; **Gary Walker**, Glasgow; **Mark Dewar**, Manchester; **Tim Dodgson**, Cheshire; **Mark Hoskisson**, Manchester; **Gary Wesley**, Scholing; **Stephen Marsh**, Glasgow; **Stephen Fairley**, Craigavon; **Michael Escolme**, Bowerham; **P Taylor**, Hook; **Simon McGreal**, Chorley; **Chris Graves**, Kent; **Raymond Friel**, Bishopbriggs; **Alex Baines**, Cheadle; **Andrew J Bargoot**, Huddersfield; **John Lightfoot**, Sale; **Matthew Beynon**, Swansea; **Michael Robert Hill**, Walkergate; **Dean Baines**, Darlington; **Chris Heath**, Hinckley; **M Sewell**, Inverness; **Justin Webber**, Watchet; **Philip Roscoe**, Wakefield; **David Lowe**, Leicester; **R Fenton**, Tamworth; **A Ward**, Halesowen; **Robert Notman**, Thornaby; **Philip Carson**, Basildon; **I Wilding**, Skelmersdale; **Keith Ghrist**, Ickenham; **M Baxter**, Montrose; **Paul Bartkett**, Plymouth; **Greg Harman**, Ashford; **Gerard Day**, Long Eaton; **Mark Groves**, Linthorpe; **Mark Van Eikeren**, Holland; **Malachy Keenan**, Belfast; **David Venner**, Middlesbrough; **Martin Randall**, Clayworth; **B Goff**, Stevenage; **Robert McAvley**, Whitley; **Andrea Journer**, Willenhall; **Lee Gilbert**, Bristol; **David Smart**, Ashleworth; **Robert Siddall**, Harrogate; **Tommy McDermid**, Greenock; **Dominic Beglan**, Penrith; **Christopher Hollands**, Shirley; **Simon Gibson**, Newcastle upon Tyne; **Andrew Minshall**, Wakefield; **Brian Hewitson**, Fairfield; **Andrew Campbell**, Kilbarchan; **Michael Wellstead**, Bolton; **J Dufty**, W Midlands; **Nicholas Anderton**, Shipley; **Marcus Head**, Totton; **R Hindle**, Lancs; **Angus Lee**, Aberdeen; **E A Tomlinson**, Havant; **Peter Jinman**, Chandlers Ford; **Adrian Sparkes**, Chadwell St Mary

Beaky and the Egg Snatchers – 48K Spectrum

Correct answers: 1. *Eggs* 2. *Froogle (or nitrogen bombs)* 3. *Green worms*

Scott Liddell, Edinburgh; **Gregory King**, Buckinghamshire; **Jonathon Cook**, Brentwood; **A M Slater**, Wimbledon; **Ian Fletcher**, Tetbury; **R J Lynch**, Berkhamsted; **Michael Aherne**, Aberdeen; **John Chisham**, Nunthorpe; **Charles Pratt**, Surrey; **Paul Mottley**, Liverpool; **Alan Burns**, Bessbrook; **Sarju Methra**, Norwich; **Christopher Whitham**, Norwich; **Patrick Powell**, Warley; **A Guess**, Nr Hitchin; **Paul Wadsworth**, Southampton; **Richard Tinner**, Bristol; **Richard Beattie**, Midlothian; **S Marchant**, Seaham; **Michael Quane**, Monkstown; **James Goodwin**, Bradway; **Craig Baldwin**, Dunstable; **Buco Taschner**, Amsterdam; **Jason Kilner**, Barneley; **Kevin Reith**, Fife; **D Edwards**, Gwent; **Neil Waterhouse**, Southway; **Andrew Hill**, Birmingham; **Peter Arnold**, Ashford; **Alan S Milnes**, Glenrothes; **J Talbott**, Bromsgrove; **S. Sperrin**, Avon; **Michael Bowditch**, Somerset; **Elout de Kok**, Hoogeveen, Holland; **A Cope**, Potters Bar; **J I Buckley**, Allenton; **D J Matthews**, Eastwood; **Tony Lines**, Dunstable; **Martin Tague**, Derby; **Selva Anandasivam**, Potters Bar; **Kevin Spear**, Lincoln; **Lee Windley**, Rugby; **Nathan F Abraham**, Newport; **Matthew Fletcher**, Oxon; **Julian Crocford**, Tadley; **Paul Jones**, Wrexham; **Lisa Platton**, Twickenham; **Gary Welch**, Warminster; **Edward Thompson**, Blackpool; **Peter Williams**, Powys; **D James**, Mickleover; **John MacCallum**, Dunblane; **Gordon Smith**, Swindon; **John Davis**, Hitchin; **J K Marston**, Wimborne; **Matthew Platts**, Malmesbury; **Steve Platt**, Enfield; **Jason Dunstan**, Plumstead; **Richard Gough**, Chippenham; **Robert Doubble**, Wimbledon; **Graham Roberts**, Neston; **Andrew Sippits**, Tamworth; **Craigie Smith**, Edinburgh; **Malcolm Crawford**, London; **Andrew Campbell**, Edinburgh; **A Latif**, Liverpool; **David Young**, Beaconsfield; **Mark Hamblin**, Upminster; **M Portlock**, Birmingham; **Chris Hookes**, Clwyd; **Andrew Adwick**, Devon; **T James**, Hilsea; **Martin Dean**, London; **Gareth Cashman**, London; **Edward Sharples**, Orpington; **Julian Hawkins**, Somerset; **Paul Holden**, Bolton; **Philip Page**, Herts; **Paul Wood**, Nr Duncaster; **Steven Jewkes**, Tamworth; **Michael Branson**, Cardiff; **Bradley Mabbutt**, Oxfordshire; **Ian Bartram**, Liverpool; **Nicholas Barnett**, Easterton; **Sunil C Ranmal**, Leicester; **Richard Heap**, Leicestershire; **Steven Toovan**, Rothwell; **Daniel Marc Freeman**, Crawley; **Paul Keightley**, Andover; **Ian Bancroft**, Nr Nelson; **D Higgott**, Newbury; **Matthew Broughton**, Upminster; **Robin Dallison**, Walsall; **Richard Digby**, Gosport; **Joseph Snow**, Welshpool; **Richard Mortimer**, Oxford; **Michael Jackson**, Whitchester

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BYTE-BACK

SAMANTHA HEMENS replies to a selection of letters from our ever-growing mailbag. It's great hearing from you, even though we can't always give individual replies. Write to: Byte-back, Personal Computer Games, 62 Oxford Street, London W1A 2HG.

Door-stop swop

I write after having been converted to your magazine from another famous magazine which deals with Computer and ----- Games. Anyway, this mag dealt with similar topics as the ones you deal with, but the standard was not up to scratch. Not only did it deal with its readers like illiterate morons but it would not recognise good games when it saw them.

Now, flicking through the pages of other magazines in my newsagents, your's caught my eye. A healthy section for reviews, Horace's gossip column and tricks and tips are just the highlights of your magazine.

However, Barrie Ellis nearly ruined the October issue for me. Now Mr Ellis, somehow I would rather not use my Spectrum as a door-stop. The spectrum keys may make you sick but your lack of keys tends to make me rather pale also. I would not go as far as to say that the VCS is only for monster zapping idiots, but if I could program it I would.

Many more people in England have found the Spectrum better value for money. Which I am afraid to say would relegate my VCS (if I had one) to a doorstop. Maybe Barrie, we should swap doorstops.

Peter Winch,
Sussex

Quo Vadis — nearly finished!

Although I've only had *Quo Vadis* for my '64 for three days, I think I should have solved it by next month. I've already completed almost half of the map accurately and found some of the riddles. Take for example:-

Binary indecisions
Between silent
Beginnings and
Quiet Terminations

I'm not going to tell you where any of them are, so you'll still have to find them yourselves, but at least you can make a start on trying to find out what they mean.

As for staying alive there's no problem. Stay near the door to the cavern and keep shooting the monsters. When they get too close for comfort, step back into the safe area causing them to disappear in a puff of smoke. Using this method you should be able to wipe out a cavern's contents with minimal cost in strength. The other obstacles are Lava Pits.

There are two types of lava pit, each requiring a different method to cross. Single, wide pits should be jumped only when you are right on their edge (with your foot over the lava!). Multiple, narrower pits need you to be in the reverse state. Move to the farthest side of the ledge from where you want to leap, by *gently* tapping your joystick, then jump (and hope for the best!).

One last word on pits— there is usually a longer but safer way to get to the other side of them — use these routes.

Collect all the chests as you find them so that your strength never drops below 50-60% and (if you are after a high score) you get bonuses of thousands.

Theoretically I would have finished the game hours ago but (geez...this is embarassing) my parents keep throwing me off the family TV!

Mark Trower,
Nuttall

SPECIAL REQUEST

I bought the first issue of PCG way back in Summer '83. I mainly bought it for the bright front cover. What was inside was OK, but I still carried on getting 'Your Computer'. However, in February '84 you offered a flexi-disk. I bought the mag and played the disk – to my dismay, the disk was already scratched so it wouldn't work. It didn't matter though because I liked the mag. I have bought every issue since.

I own a Vic with a switchable 16K Ram, so I can use nearly any game. However, I think we Vic owners have had a raw deal. Three hits since Feb '84 and that's not good enough. I have not yet seen *Perils of Willy* but by the time I do, it should be Game of the Month, from what I hear.

Just the staggering feat of a 16K Vic having 33 screens crammed into it is amazing in itself. We Vic owners live in the hope of having just one Game of the Month poster on our walls. We shall just have to wait and see.

You can also bring back free gifts, since we haven't had any since March. And what about Human to Human and Vic listings (where are they?). Take out Final Conflict (a load of boring tripe) and Commander Chance (what a Wally!).

Now, The Great Micro Debate published in September '84 was so funny that my Vic's wires got crossed, its chips got scrambled, and its CPU lost a screw!

But seriously, it's the first time we've had a PCG Special in ages. I am a PCG veteran, I can remember the PCG Special days when Peter Connor decided which King was King, unscrambled the scrambled and took a shot at the sports simulations. Why are there no more?

You could decide which Q-Bert was G-reat, which Olympics simulation took the gold, which flight simulation really took off, which football game ran away from the league, which Pac-Man found its way out of the maze, which Galaxian swooped to push the others aside, which Defender kept them all at bay, which Dig-Dug digged the deepest, which Miner got the China, which monster wasn't a plonker, which Pengo crushed the busiest bees, and which Frogger out-jumped the jogger.

Got the message?

Dean Knight,
Stockport

You'll be glad to know Dean that Perils of Willy *is reviewed in this very same issue. Sorry! It's not Game of the Month – maybe another time? Well then laddy, what do you think of this free gift, good innit! Human to Human was voted out by our other readers, perhaps you should talk to them, although some might be rather annoyed by the suggestion that The Final Conflict had something to do with the inside of an animal's stomach. As you probably know, Commander Chance has copped it so there's no problem there.*

How did you like Maggie and Ronnie, does it live up to those previous PCG Specials? OK! We got the message!

Final disappointment

I am writing to say how disappointed I am about the final winning screen of *Lords of Midnight*. After witnessing most of the 4,000 locations with brilliant graphics, I expected something special for the last screen. Alas, when I destroyed the Ice Crown, pressed the Night key and stared at the screen, all I could see was the line, 'The Ice Crown has been destroyed. Victory to the Free!' No graphics, no flashing screen, no exciting animation. Surely Mike Singleton could have given us a better deal than that.

Neil Holliday,
Cumbria

El rip-off

After reading your article in Whispering Horace about *Gilligan's Gold* by Ocean and *Murphy* by Mogul, which are virtually the same, I just had to write to you.

These ideas are not original at all, they have been copied from an Arcade game called *El Bagnard* written by ITT Electronics of Spain – in Mallorca they are in most arcades. As Horace says, 'Never trust a Yank'!

Andrew Jones,
Clwyd

Stuck in the pipeline...

I am writing to you to ask if you know how to get through the 2nd 'Pipeline' screen in the game *Wanted: Monty Mole*. I can get through every screen up to that point. I've tried everything: Jumping into the coal truck, No! Falling on to the floor, No! Jumping on to another platform, No! So could you please, please tell me how to get past that screen.

John Abbott,
Somerset

PS My mum says I've got as much chance of this being published as I have of completing *Monty Mole*!

WHAT! Mothers encouraging our readers NOT to write in. Could this be an epidemic – will it spread till we've no letters to print?

Anyway, John we don't seem to know much about the screen you're talking about, so we'll have to leave it up to other readers to help you. In fact, there's a letter from a Commodore 64 owner who's finished the game – we're printing his whole address and you can write to him if you like.

Game beater

I've done it! I think I've just broken the world record for beating a game! Let me explain:

On Friday 21st September, I went to the PCW show to have a look at all the wonderful goods on display. At around 2.00 pm, I bought *Zombie Zombie*, the follow-up to the wonderful *Ant Attack*, programmed by that genius Sandy White.

On Saturday 22nd September, at about 9.24 pm, I beat *Zombie Zombie*. Whoopee! When you get through all the levels, the computer flashes up, 'You've beaten us this time human, but we'll get you next time', while playing Bizets 'March of the Toreadors'. You know, the tune that backtracks all the Findus French Bread Pizzas, the one where it ends: 'Success on a plate for you...' Who is this loon? Am I the first person in Britain to beat this game, and is it the quickest anybody's ever beaten a game?

Graham King,
Milton Keynes

Sorry Graham, we've no idea what the world record for beating a game is. Perhaps one of you out there does.

NO PHOTOGRAPHS PLEASE!
HE'S BEEN REALLY STUCK UP SINCE HE SOLVED 'ZOMBIE, ZOMBIE

... but help is at hand

I just thought I would write you a note telling you I have finished *Wanted: Monty Mole* for the Commodore 64.

When you get the ballot paper and all 14 pieces of coal and go to your home, a poem appears on the screen telling you that Monty Mole gets arrested and sent to jail for five years. Then it says 'The End or is it'.

Can you tell me whether there is a follow-up to this game? Also, if any readers would like information about *The Hobbit, Revenge of the Mutant Camels, Twin Kingdom Valley* and *Monty Mole*, would they please write to me with a stamped addressed envelope.

P Mattison,
24 Love Lane,
Weymouth, Dorset.

Thanks Mr M, there's people out there dying to know about these games. As far as we know, there's no plans yet for a sequel to Monty Mole, *but I'm sure the programmers have more heart than to leave him in prison for all that time!*

Presentation vs originality

I was reading through your excellent magazine, looking at your reviews, and in particular the rating system you use. The categories are just about the best I've seen (*That's the good news – Sam*), that is, except for one thing – Originality.

I'm not alone in saying that when I buy a game I don't particularly bother too much about its originality. In fact, some of my favourite games are arcade-clones. Anyway, when you say Originality what do you mean? For instance, official adaptations (like Atarisoft's range) usually score 0 or 1 – but they are the original!

A better category would be Presentation. Under this you could mark a game on how good the packaging is, how well the instructions are written, has it a hall of fame? A choice of your own keys? A decent title page? This would be far more appropriate and interesting.

OK then, ta very much for listening (er ... reading) to my point of view and I hope you take my idea seriously – or at least ask everyone else what they think.

Paul Gill,
Cheshire

Well everyone else, what DO you think? We've had several letters about the Originality rating, but still think it a necessary part of the ratings. You say that we already mention Originality in the reviews, well, we also mention all those things you say come under Presentation, Paul. Also, the packaging and title page, etc. don't really figure when you're discussing how good the game is – just how it looks, and we prefer to tell our readers whether or not they're likely to enjoy the game. OK?

Computer-less war-lord

I was going to write and offer you suggestions on improving your mag, actually I even wrote an abortive letter with suggestions, but it was a long 'bug-ridden' letter, and I couldn't see it falling on anything but deaf ears anyway, so it now resides 'a la bin' as they say!

Sadly, I'm computer-less now (my brother – the owner/programmer/games author extraordinaire, took it with him to university) though I'll have to carry on buying your mag if I want to be a Warlord of the Helix for long.

Bet all you at PCG (and readers at home and my brother at Uni) are thinking 'poor distraught unlucky human being' (though I'm sure some would like to change the human being part to cruder, crueler Things – I forgive you).

Yet, I'm not one to feel self pity, I'll struggle on in this 'Brave New World', trudging on month by month satisfying my lust for reading material on PCG and my regular comics (*Not* of the Beano/Dandy genre).

Alas, 'tis time to say farewell to all you intergalactic gaming friends, and Long Live the Commune-ists.

Daniel (I Am a Red) Rhodes,
Bradford

There's not much we can do for you Daniel, being computer-less (Ugh, what an awful word) all you can do is pray for your sanity to remain intact and hope you'll get a computer in the festive season. Meanwhile, play as many of your friends' games as possible and keep voting for the Commune!

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PCG1

IT'S YOURS! THE PCG CHRISTMAS MEGA-GIFT

What?! A free C30 cassette with this issue of PCG?

That's right – and wait till you see what's on the tape! What we've done is track down 10 of the hottest new games and persuade their producers to give them to us in demo mode.

The results are amazing. Four of the programs you can actually play. For example, Spectrum owners will be able to spend ages trying to solve the first part of *Danger Mouse in the Black Forest Chateau,* while Commodore 64 owners get a complete graphic adventure in the shape of *Eureka* from Domark – our tape contains one of the five separate modules making up the *Eureka* package.

The other programs show off the games' state-of-the-art graphics, sound and action. You can gasp at the animation in *Black Knight*, marvel at the colours in *Strangeloop*, chortle at the action in *Cliff Hanger.*

Delay no longer! Just get that tape loaded.

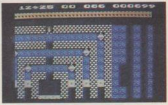
How to use the cassette

For SPECTRUM owners the simplest method is to start by loading the first program on the tape, *Jasper!* (If your cassette player has a tape counter, set it to zero at the start of the tape.) When the game has loaded, stop the tape. When you have finished looking at (and playing!) the *Jasper!* program, turn off your Spectrum and then load in the next program (after first noting the tape-counter reading).

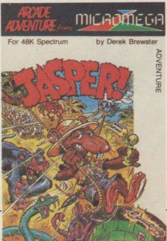
If you repeat this process for all four Spectrum programs, you will then know what counter setting to turn the tape to next time you want to look at a particular program. If you don't have a tape counter, you must simply use the name of each program with your LOAD command, and make sure that the cassette is rewound to somewhere before the start of that program.

For COMMODORE 64 users, it's even easier because we've already given each program on your side of the tape a counter reading. Simply rewind the cassette to the start, set the counter on your Commodore cassette unit to zero, and then wind the tape on to the required position before loading. (N.B. These positions are only approximate).

BBC owners will find their program at the end of side 1 of the tape. The exact position is marked by a voice-track announcing the program.



●A teaser from the superb Boulder Dash



48K SPECTRUM

Jasper! by Micromega

To load, type LOAD "JASPER"

After a string of successful 3D games *(Death Chase, Full Throttle etc)*, Micromega have switched direction and come up with a great arcade-adventure.

The demo on our tape will show you all 22 beautifully colourful screens complete with the brilliantly-animated tigers, rabbits and other creatures which populate the game. Even better, you will actually be able to PLAY one of the screens – a real teaser, which cleverly demonstrates the game's challenge.

What you must do is take the part of Jasper, a lovable mouse, collect certain objects on the screen, such as an umbrella and a can of weed-killer, and work out what to do with them.

Controls are as follows:

A:right, S:left,
1-5: use object in box 1-5,
6-0: music on/off,
Y-P : jump/up,
H-Enter: crouch/down,
B-Space: pick up object,
Q-T+1-5: drop object in box number 1-5

To swing on a rope you must jump toward it and then hold down the 'pick up' key to grab on to it.

Incidentally, the program uses a special loader, so don't be surprised if the border goes a different colour. Once loaded, pressing any key will allow you to start playing the screen.

48K SPECTRUM

Strangeloop by Virgin

Type: LOAD "STRANGE"

This brilliant new arcade-adventure was declared a hit in our last issue. It features a mysterious robot-factory with some

240 different weird and wonderful rooms. (See our great map on pages 130-131.)

48K SPECTRUM

Danger Mouse in the Black Forest Chateau
by Creative Sparks

Type: LOAD"D M B F C"

This is the follow-up to the very successful *Danger Mouse in Double Trouble*. And what a great program it is. In fact, it's unique. It's an adventure, but one that's 'menu-driven' so you don't have to type in instructions.

The program on our cassette allows you to actually play a sizeable chunk of the game involving some 20 different locations, each with its own illustration.

In each location, the situation facing Danger Mouse is described and several choices are flashed onto the screen. Using a joystick or the keyboard, you select one of the choices – and the program will respond accordingly.

48K SPECTRUM

Backpacker's Guide to the Universe
by Fantasy

Type: LOAD "guide"

Fantasy's hero Ziggy must explore the 256 locations of a strange planet searching for creatures to help him save the universe.

Trying to work out how to get the creatures back to his space capsule presents him with serious problems because bringing most of them into contact with each other will have disastrous consequences.

The game uses two different programs, one of the actual game, the other 'the Backpackers Guide' – a galactic encyclopedia offering valuable hints about the behaviour of each creature. The program on our cover cassette will show you screens from both the game and the guide. It includes some extra pages of the guide written exclusively for us.

COMMODORE 64

Boulder Dash
by Statesoft

To load, wind the tape to 000 and press SHIFT/RUNSTOP.

Our Game of the Month in this issue – read the review on pages 85-88 and you'll get the impression we're pretty excited about it. Dead right, we are.

Once the program has loaded, pressing F1 will display a menu at the bottom of the screen. You can select different caves to view by pushing the joystick left and right. Pressing the fire button will then allow you to view the cave selected.

COMMODORE 64

Black Knight
by Interdisc

To load, wind tape to 047 and press SHIFT/RUNSTOP

Here's a game which breaks new ground in animation. Load up the program on our cassette and you'll see the most realistic sword-wielding knight you've ever seen on a micro.

What's more our program allows you to actually play some of the game's stages. For example, the demo starts with the knight galloping across pitted terrain and you must use your joystick (in port 2) to keep him alive. You can speed up the horse, or slow it down, by moving the joystick left or right, while pulling toward you gets the horse to jump.

If you fail to clear all the pits, the program will show you, in demo mode only, two more screens from the actual game. Then you are returned to joystick control for an attempt to jump across an on-off waterfall. This time, because the knight has dismounted, you jump using joystick up. If you succeed you get yet another screen of action.

COMMODORE 64

Eureka
by Domark

To load, wind tape to 096 and press SHIFT/RUNSTOP

Oh boy, are you in for a treat! The program on our cassette is actually a complete adventure game which you can play for hours! It features over 60 locations, complete with some very attractive graphics, animation and music.

The game is one of five modules being sold as a single £15 package to make up the game *Eureka*. Each module is set in a different era – the one on our cassette is in ancient Rome. The idea in each module is to find part of a crystal which must be reassembled to prevent the earth being destroyed.

In each module you must try to uncover words which are part of a secret phrase. Each module is accompanied by a riddle and an illustration which should together allow you to discover the rest of the phrase.

COMMODORE 64

Cliff Hanger
by New Generation Software

To load, wind tape to 152 and press SHIFT/RUNSTOP.

Another brilliantly original title – this one's a PCG hit in this issue. It brings to your micro all the crazy fun of cartoon action.

Our demo program shows what happens in some of the 50 screens. We know it'll have you chuckling – and playing the game itself is even more entertaining because you have to work out what to do on each screen.

COMMODORE 64

Storm Warrior
by Front Runner

To load, wind tape to 188 and press SHIFT/RUNSTOP.

A PCG hit in our last issue – looking at the demo on our cassette you'll soon see why.

Our program will show you all six of the game's stages featuring a warrior wielding a light-lance pitted against evil forces.

In stage one he must deflect an energy sphere past the evil guardian. Stage two has him fighting a barbarian on the Bridge of Eternity. Next he fights a flock of birds, while being carried on a carpet to the Island of Doom. Here he enters the Shaft of Darkness, where bats, demons and boulders must be fended off.

Stage five is a multi-screen cavern where he must take on scorpions, barbarians and energy clouds. All of which leads to the final stage in which the lance is used to bounce off the walls and strike at the skull in the centre.

BBC

3D Wars
by Aardvark

To load: CHAIN"3D Wars"

Here's the latest game from top BBC programmer Orlando, author of such classics as *Frak!* and *Zalaga*.

Our demo program reveals the quality of the graphics, which, as usual, Orlando is not modest about. 'Far better than anything of the kind on any micro,' he suggested.

Before you scoff, load up the tape and see for yourself! It's simply amazing.

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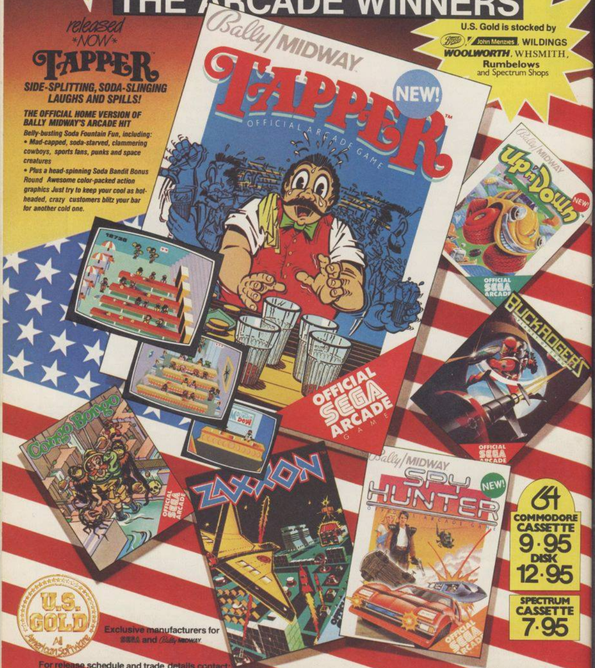
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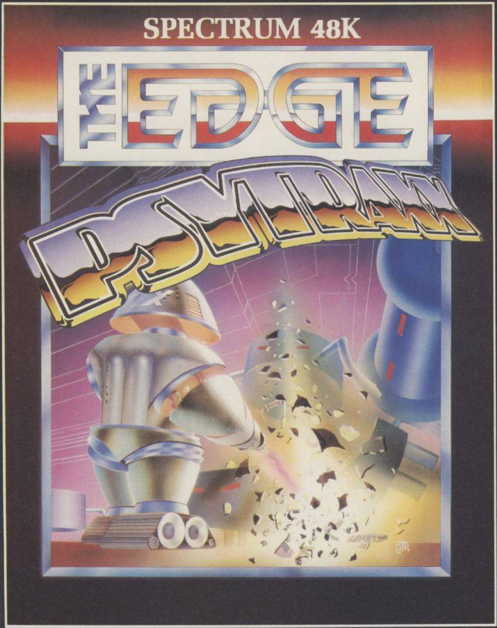

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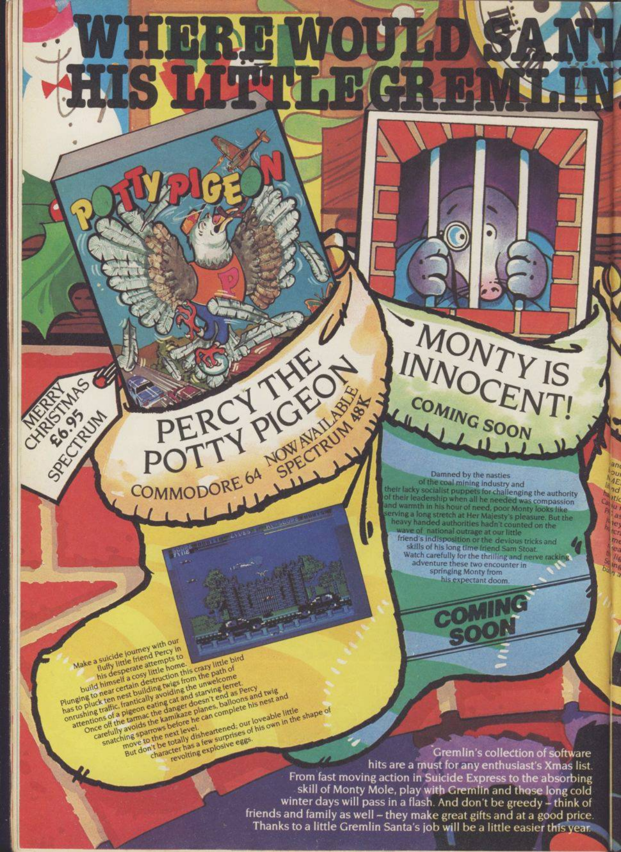
WHERE WOULD SANT HIS LITTLE GREMLIN



Damned by the nasties of the coal mining industry and their lacky socialist puppets for challenging the authority of their leadership when all he needed was compassion and warmth in his hour of need, poor Monty looks like serving a long stretch at Her Majesty's pleasure. But the heavy handed authorities hadn't counted on the wave of national outrage at our little friend's indisposition or the devious tricks and skills of his long time friend Sam Stoat.

Watch carefully for the thrilling and nerve racking adventure these two encounter in springing Monty from his expectant doom.

Make a suicide journey with our fluffy little friend Percy in his desperate attempts to build himself a cosy little home.

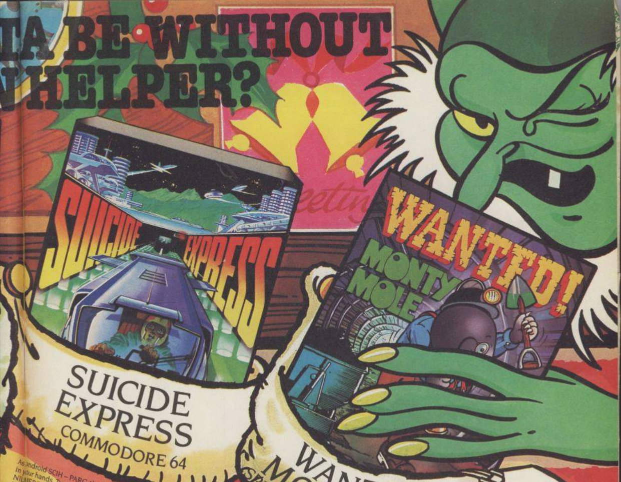
Plunging to near certain destruction this crazy little bird has to pluck ten nest building twigs from the path of onrushing traffic, frantically avoiding the unwelcome attentions of a pigeon eating cat and starving ferret.

Once off the tarmac the danger doesn't end as Percy carefully avoids the kamikaze planes, balloons and twig snatching sparrows before he can complete his nest and move to the next level.

But don't be totally disheartened; our loveable little character has a few surprises of his own in the shape of revolting explosive eggs.

Gremlin's collection of software hits are a must for any enthusiast's Xmas list. From fast moving action in Suicide Express to the absorbing skill of Monty Mole, play with Gremlin and those long cold winter days will pass in a flash. And don't be greedy – think of friends and family as well – they make great gifts and at a good price. Thanks to a little Gremlin Santa's job will be a little easier this year.

TA BE WITHOUT
HELPER?



SUICIDE EXPRESS
COMMODORE 64

As android SCIH – PARG the destiny of the human race is in your hands. Transported by your masters to the planet NILMERG, your mission is to clear the planet of all alien life and threatening dangers, making it fit for human habitation.
Can you match the reflex actions demanded of SCIH – PARG as you guide your nuclear train on its perilous journey along the speeding monorail. Chased by alien hovercrafts, harried by NILMERG jet bombers, threatened by menacing watchers, the only ally you have is your nuclear train, with its fully armed missile silos and faster than light speed.
So hang on to your space helmet, keep your finger on the button and save the human race from its gloomy doom.

009730
TRAIN
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WANTED: MONTY MOLE
SPECTRUM 48K, COMMODORE 64

MERRY CHRISTMAS
£7.95
COMMODORE 64

SCORE 001
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MONTY MOLE WRITTEN BY A CROWTHER
HOUSE

With a long cold winter and bone chilling Christmas ahead, Monty Mole makes a daring, coal snatching raid to his local South Yorkshire pit. Grabbing a miner's bucket he heads off into the darkness, soon to wish he'd caught a cold instead. Alas there's no turning back. Onward to do battle with flying pickets and mammal eating fish; filling his bucket as he dodges the trundling coal crushers and roaming coal drills; keeping an eye on the constantly disappearing floor.
With his bucket filled, Monty makes his escape, only to surface in Arthur's castle where his way is blocked by a fiery figure seated on a graphite throne. Seizing his only chance of toppling the great man Monty collects the secret ballot papers and vote casting scroll. But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairsprays, put up an almighty struggle with our valiant Mole.

Gremlin Graphics

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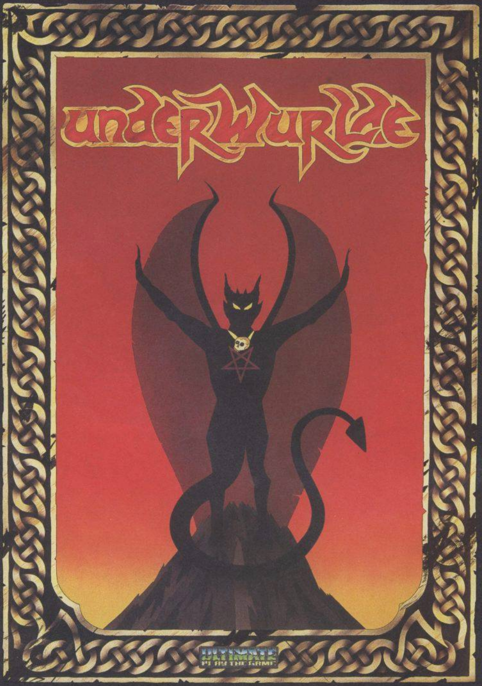
48K SINCLAIR ZX SPECTRUM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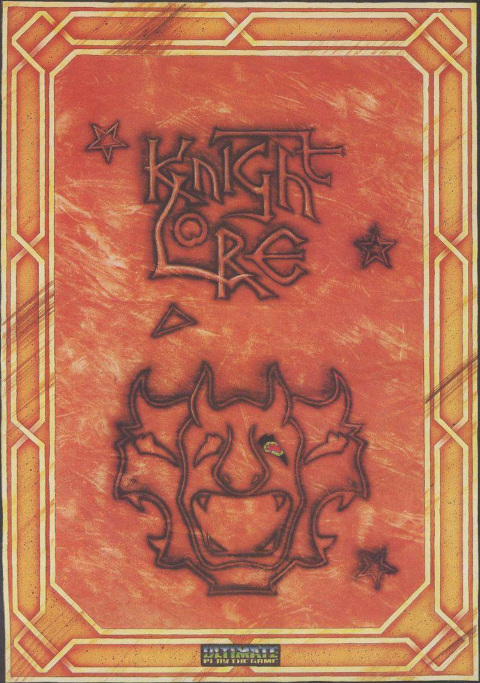
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DICK ZAPSKI

'Gimme a **Wico!** Okay Santa, so they cost a mint, but for my money they're the best joysticks around. And the joy of owning a Commodore 64 is that I don't have to waste my money on shoddy joystick interfaces – eat your hearts out, Spectrum owners!

With £50 to spend, I could go the whole hog and splash out on a **Trackball** for around £45. This ultra-smooth unit really looks the goods and is great for 3D space games. Unfortunately it isn't quite so hot on platform games, where a joystick really comes into its own. Much as I'd love to have a ball, I think it's a bit of a luxury – joysticks are a lot more practical.

So it looks like being either the famous **Red Ball** or the even more famous **3-Way.** They both come out in the £23-25 range with the Red Ball being about £2 cheaper.

These sticks are really well made with firing buttons on the top of the shaft as well as on the base. There's a switch to select whichever button you prefer. Frankly, I don't think there's a lot to choose between them, but if you like the option of swopping the handles then go for the 3-Way.

Saving a couple of quid and shopping around gets me the Red Ball for £20, leaving £30 to spend. Now normally I'd go out and waste this on the latest hot releases, but Santa insists I spend it on peripherals, so what else should I get?

Well, I could either go for a lot of little gimmicks, like screen wipes and things, or something big. Luckily the new version of the **Currah Microspeech Unit** for the '64 just falls into the £30 remaining, with 5p to spare.

The only drawback with a Currah on the '64 is the lack of software for it, but I expect this will soon change. The advantage of the '64 version is that it offers more power and flexibility over its poor cousin on the Spectrum. '64 wins again!

The hottest innovation is that now you can just type in ordinary English without messing around with silly spelling. Of course the Currah doesn't always get it right, but for difficult words you can always revert to the old phonetic spelling.

Well, that leaves me with 5p. Think I'll spend it on a phone call to Clive Sinclair. I want to ask him when he's going to make a decent computer.

WHISPERING HORACE

'I've always been one for a spot of fun, so the **Wizard Joy Rom** sounded just the ticket for me. And indeed it was: it allowed me to program just about any BBC game for play with a joystick.

However, the 'comprehensive fitting instructions' could have been a trifle more lucid. Unlike some of the chaps at the club I'm no computer egghead.

Of course I needed an interface to go with it, and what better than Wizard's own, which promises to 'add a touch of magic to your micro'? Plug it into the analogue port at the back of the Beeb and one or two players can zap away with any Atari-style joystick.

For my joystick I selected the **Quickshot II.** For a very reasonable price you get a stick with a good strong grip, fire buttons on base and handle, a very sensitive feel and suckers to keep it, and you, down to earth. It also has an automatic fire-button, which can save the less energetic of us a lot of finger strain.

With these three widgits it was a joy of almost mystical proportions to play the BBC version of *Jet Pac.*

TOMMY TURNIP

'Er .. Hi ... I've got a Lynx ... and an Aquarius. OKAY, so WHAT's so funny??! These machines looked really good when they came out – how was I to know that they'd reach the end of the road sooner than your crummy Spectrums and '64s?

Still, the Lynx market is pretty quiet, I have to admit. However, I gather there's a chap in Cornwall who's working on a new version of *Noughts & Crosses* for the 128K model. Only trouble is, I've got the 96K machine.

Anyway, thanks for the £50 Santa. Unfortunately there isn't much in the way of peripherals around for the machines I own that I haven't already got. If anyone knows of some for the Lynx, perhaps they could let me in on the secret. As for the Aquarius, well it's still in its box.

Think I'll hang on to the £50 and put it towards an Oric and ... okay ... WHAT'S so funny??!

WONDER WID

Eight micro-maniacs reveal what add-ons they'd ask for if Santa offered them each

Dick 'Mutant' Zapski, owns a CBM 64. Melts a joystick a week. Was once heading for 200 million on *Revenge* when the local power station cut off the supply.

Dick's decision: Wico Red Ball and Currah Speech 64.

W. Horace. Owns a BBC. Leaves a sheet of lavender scented paper in the PCG offices each month containing the 'Whispering Horace' column.

Wizard
BBC Joystick interface

Horace's haul: Wizard Joy Rom and interface; Quickshot II.

Tommy Turnip. Owns a Lynx and an Aquarius. Usually to be found in tears somewhere in Laskys... or try Dixons. Has useful tips on which machine to buy next.

Tommy's cop-out: 16K Oric, unique purchase opportunity at only £49.95.

KATE O'HARA

'Since I'm the only girl around here, I think I'd just like to point out how typically male it is to waste all your time arguing about which computer is best.

Especially since it's obvious that the Electron comes out on top – with the exception of the BBC of course, but then who's got £400 to spend . . ?

My £50 starts off by getting me a **First Byte** joystick interface. I had a look at the Plus 1, which also offers an RS232 printer port, but it was far too expensive at £59.90.

The First Byte costs £24.95 and it's a beautifully designed unit that plugs straight into the expansion port. It can be programmed with the aid of a simple taped listing to suit most games.

Pity it's only got one joystick port, but then no-one ever wants to play with me. Not – I should add – because I'm a girl, but because I always win.

That leaves me £25.05. Obviously the next item on the list is a joystick. Personally I don't rate the Quickshot very highly – I find it a bit too soggy in operation. I like something with a firm feel to it – like the **Suncom Tac 2.**

In fact, I think most of the Suncom range pretty good. They may cost a bit more (the Tac 2 is about £17) but they definitely score on durability which is what it's all about.

So I think I'll spend the £8.00 left on a day-return to London. One trip through the computer shops in Tottenham Court Road, and I'll have saved myself the fare in discounts. That's smart thinking for you, but then of course I don't belong to that half of the human race who seem to be mentally defective – men!'

GERRY HACKER

'The more I use my Spectrum, the more I realise how infinitely superior it is to other machines. There's just one slight catch – the keyboard. I have to admit that some of these replacement jobs with full-travel keys and space bars have got me interested.

To start with I was drawn towards the **DK'tronics keyboard** for around £45, which makes it a wee bit cheaper than most of the other offerings. Unfortunately this item was a bit disappointing. The keyboard rattles and the whole thing looks as if it had been churned out by some second-rate plastics manufacturer in Hong Kong.

I then tried out the **Lo-Profile** from Advanced Memory Systems. This is about £5 more expensive than the DK'tronics, coming in at £49.95, just under the magic £50 mark. Is it worth the extra?

Oh boy, yes it is. You have to take your Spectrum's innards out of their box and refit them inside the Lo-Profile, but this isn't as difficult as it sounds, though it will of course invalidate the warranty.

The keys are nice and responsive, and don't jiggle annoyingly from side to side as they do on the DK'tronics.

Ah well, that's my £50 gone, leaving me with a measly 5p. If I'd had more money I would have looked seriously at the **Saga keyboard** – a really excellent unit for around £59. There's also the **Stonechip keyboard** which includes a built-in BEEP amplifier. I haven't actually tried out the Stonechip product, but at £59.95 it could be quite good value.'

Vic Penniless. Saved for three years to buy his Vic and wouldn't part with it for anything... well maybe a pint of beer. Secretly hankers after a Commodore 64.

Vic's splash-out: Vixen Switchable RAM pack + Kempston's Competition Pro 5000 joystick.

Jimmy Sinklair. Spectrum owner. Rude, obnoxious, and an expert on Spectrum games. Can POKE out each individual sprite on *Atic Atac*. Does not wash.

TDK
HEAD DEMAGNETIZER
dk'tronics
dk'tronics

Three for Jimmy: DK'tronics Programmable joystick interface; Spectravideo Quickshot II; TDK Tape Demagnetiser.

DGITS

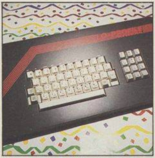
ch a £50 prezzie.

Kate O'Hara. Electron owner. Terror of the local arcade. Top scorer on every game except *Kong* which she won't play because she finds it offensive.

FIRST BYTE
ELECTRON
J/ INTERFACE

Kate's bag: First Byte joystick interface; Suncom Tac 2 and... er... railway ticket.

Gerry Hacker. Spectrum owner. Computer author. Spends all his money on Word Processing packages. Can't use any of them and ><>p;/@ cut/paste.



Gerry's joy: Lo-Profile keyboard from Advanced Memory Systems.

The Right Honourable Bertie Byte, Spectrum owner, filthy rich. Wanted an IBM but the butler made a mistake and bought him a Spectrum instead.

CURRAH
dk'tronics

Bertie's bugs: Currah Micro-Speech, and 66% of a DK'tronics Sound Synthesiser!

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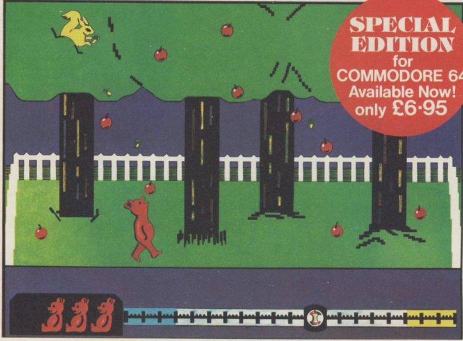

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JIMMY SINKLAIR

'All those bigheads with Commodore 64s don't impress me with their joystick ports. I know which machine I'm sticking with.

While we're on the subject, and since I've just had £50 thrust into my sweaty little hand, I think I might just pop out and grab a joystick interface.

Frankly, I reckon it's worth spending the extra cash on a programmable interface. There are a number of these around to choose from. One of the more unusual is the **Comcon** from Frel Ltd.

This gadget looks rather fiddly, but in fact the Comcon is one of the easiest interfaces to use. It's also the cheapest programmable one at £19.95.

A more compact solution is offered by the **DK'tronics programmable interface,** but it will cost you an extra £3. Programming it isn't quite so simple, but it's a small, unobtrusive unit and I suspect that it may be rather more robust than the Comcon in the long run.

Kempston have just brought out a new joystick interface that offers 3 sockets – 2 for Sinclair compatibility and 1 for Kempston/Cursor. This makes it compatible with most games and gives you the valuable double socket option on some of them. But it costs £19.95. They do a cheaper version with only one socket for £11.50. Of course you won't be able to use it with non-compatible games.

Of course there's also the **Interface 2** from Sinclair, but that's overpriced in my opinion. So, in the end I'll go for the DK'tronics.

When it comes to joysticks, I'll be splashing out on a **Quickshot 2** for £12.95. You can forget all that fancy Wico stuff. The Quickshot 2 has a rapid fire switch that enables you to blast everything in sight without wearing out your trigger finger. It may not be quite as durable as a Wico but it's half the price and it can last the course.

So that's £22.95 for my programmable joystick interface, and £12.95 for the Quickshot 2, leaving me with £14.10. I've an idea how I'll spend that which may surprise you – a tape demagnetiser.

There are a number of these on the market, but the one I like the look of is from TDK. The cassette recorder I use for the Spectrum is also used for music. Occasional use of a demagnetiser restores those treble notes that cotton buds cannot reach, and sometimes it makes the difference between a game loading and a useless tape.

A demagnetiser sets me back £10, leaving me with £4.90. I reckon that's just about what a Commodore 64's worth, so are there any offers?

BERTIE BYTE

'For fun and games I've got a Burrow 1000 Gigabyte mini-computer, plus 10Mbyte Cheltenhams, but when it comes to work I find the Spectrum runs just that teensy-weensy bit faster and has more usable memory.

Of course it does have its disadvantages – it doesn't heat the room quite as well as the Burrow, and, more importantly, it doesn't have very good sound facilities – the Burrow can speak seven different languages. I like a machine that can talk back, so the **Currah Microspeech Unit** looks like a good buy.

The best thing about the Currah is that you can use it with a respectable number of commercially available games and it's easy to program. The quality of speech varies from game to game, but there's no doubt that it adds a bit of variety.

There's also a speech unit from Cheetah, the **Sweet Talker** but there isn't much software for it, it's difficult to program compared to the Currah and has less facilities.

The Currah sets me back £29.95, leaving me with £20.05. I might be tempted to blow this on a **Zeal Sound Booster** for £14.99. This is a rather large and robust unit with an in-built speaker for amplifying the Spectrum's pathetic BEEPing sounds.

The **Beep Audio Amplifier** from DK'tronics has a detachable speaker and performs the same function as the Zeal for the same price. It is however more compact and the sound quality is better.

The **Beep Sound** from Saga is a little doobry that you fit inside your Spectrum. It invalidates your warranty (if you've still got one) and sends all the Spectrum's BEEPs to the TV loudspeaker. Nice idea, Saga, but in practice it doesn't work quite so well. However, it is compact – and cheaper at £9.49.

The trouble with all these widgits is that you soon discover that louder BEEPs are almost as boring as quiet BEEPs. If only I had a bit more cash left out of my £50.00. I'd go for the **DK'tronics 3 Channel Sound Synthesiser** at £29.95. This not only gives you a BEEP amplifier, but also an AY-3-8912 sound chip which you can easily program using the software provided. This can give you some very nice sounds indeed.

There are, however, only a few compatible games at the moment.

Yessir – sound is where it's at on the Spectrum as far as I'm concerned. Thanks for the Currah, Santa, and I think I'll hang on to the remaining £20.05 until I can rake together another £9.90 for the DK'tronics sound synth.

VIC PENNILESS

'I'll stick by the Vic. I saved up the cash from my dole cheques to buy it, and that sort of sacrifice breeds a loyalty that's difficult to find these days. And there are still some great games coming out for it – seen *Pharaoh's Curse?* Pretty nifty, eh?

Well, it looks pretty nifty on the packaging, but I can't afford the memory expansion to play it. But with an extra £50 I could really make the grade.

The trouble with Vic expansions is that they come in three sizes – 3K, 8K, and 16K. It's no good just walking out and getting the 16K version because, infuriatingly, some of the games that only need 8K – or even just 3K – won't work with the larger expansion fitted.

The solution is to get a 'switchable' pack that offers all three combinations in one package. The one that definitely gets my vote is the **Vixen** from Stonechip. It's not cheap at £39.95 and there's a unit sold by Commodore that's a couple of pounds cheaper, which I haven't seen. However I can safely recommend the Stonechip unit.

That leaves me with just over £10. If I was buying the Vic now, I'd probably go for the **Stonechip cassette interface** that enables me to use the machine with an ordinary cassette recorder. But firstly I've already got the Commodore unit, and secondly it costs £14.95 which together with the RAM pack puts it just beyond my remaining tenner.

Okay, I know it's not very original, but I'll go for a joystick too. Unfortunately £10 means I've got to go for something pretty cheapo, but that doesn't necessarily mean that it has to be shoddy.

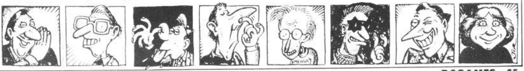
Well, surprise, surprise. My local discount store stocks the Kempston **Competition Pro 5000** for only £9.99. A friend of mine punishes one of these quite regularly and I've been itching for one of my own.

It's solidly built, with two fire-buttons on the base for either left or right hand operation. The retail price is around £13.50 but as you can see it's worth shopping around.

There's another version of the Pro 5000 (not distributed by Kempston, though) which uses microswitches. I'd have preferred that one, but it comes out a few quid more expensive.

The same goes for the **Arcade** – a neat little joystick using microswitches that comes in between £10 and £15. Again it's just outside my range, but worth looking at if you've got the cash.

I've got 6p left. That goes into the 'Upgrade to a Commodore 64 Fund', which currently stands at... er... 6p. Ah well... one day...



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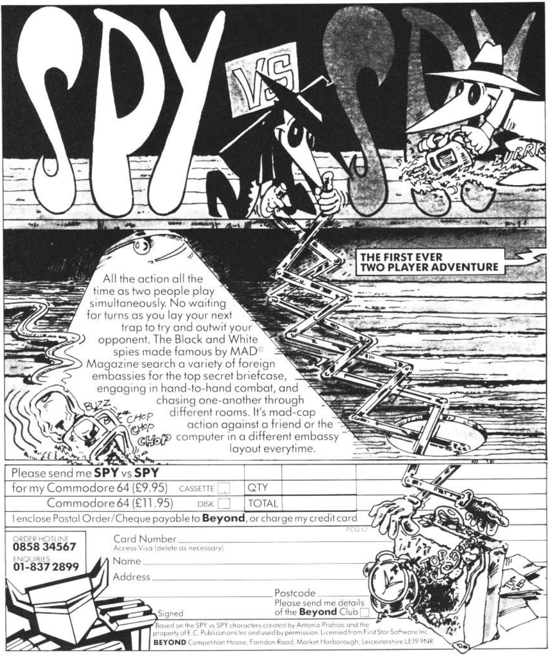

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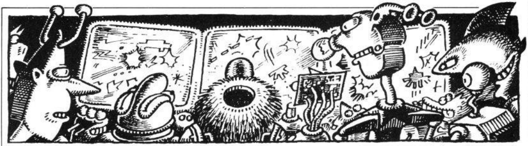

SCREEN TEST

No doubt about this month's Game of the Month – *Boulder Dash* wowed them in the States and it certainly wowed us. Almost worth buying a Commodore 64 just to play it!

It's a great month for the Vic. Not only has *Perils of Willy* arrived from Software Projects, but there's also a hit for those without memory expansion – Imagine wrote it but never lived to see its release!

'64 owners can enjoy cartoon action in *Cliff Hanger* or take on the part of a slothful micro freak in *Lazy Jones* or a busy bill sticker in *Poster Paster*. They're all great hits.

On the Spectrum, *American Football* scored a touch-down with our panel while *Dark Star* has the smoothest 3D space graphics yet.

Speaking of graphics, *Black Knight* on the '64 and *Kung Fu* on the Spectrum are both worth a look – the animation they contain is amazing.

Meanwhile, who said the Dragon was dead as far as games are concerned? *Back Track* from Incentive is a wonderful 3D maze game, and *Yumping Yosser* is pretty hot too. The Dragon lives on.

Finally we're proud to carry our first hit on the Amstrad – *Roland in Time*. We predict it will be the first of many.

RATINGS

The originality rating appears to cause some confusion. It's a measure of the extent to which a game contains new ideas. The rating doesn't really apply in cases where a software house has converted one of its own titles onto another machine – where this happens we shall leave this rating blank. All ratings are out of 10.

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PCG PANEL

FRASER MARSHALL

A 17-year-old Scot from Glasgow and owner of a Commodore 64 and Vic 20. When he's not playing one of his 80 '64 games – or programming one of his own – he likes photography, fishing and hockey.

PETER CONNOR

Full-time PCG staff writer of enormous age (but still under 30). Has a passion for fast-moving arcade games. Loathes adventures. 'None of 'em are worth one screen of *Snapper* or *Rocket Raid*!'

PETER WALKER

Comes from Prestbury, Cheshire and owns a 48K Spectrum for which he claims to have a 'hefty' software collection. 16 years old.

SAMANTHA HEMENS

Just turned 19 and prefers to be called Sam. Works full-time for PCG and shows a mean touch on micro games, when she's not too busy coping with PCG's huge mailbag.

SIMON ROGERS

A 16-year-old from Oxford. Has a Dragon and friends with four other micros. Enjoys playing *Chuckie Egg*.

JEREMY FISHER

A winner in our competition thanks to a sparkling review of *International Soccer*. Aged 16, lives in Barnsley, Yorkshire and owns a '64 and an expanded Vic 20.

SIMON CHAPMAN

Another 16-year-old, works for a computer shop in Leicester and claims a background knowledge of several thousand different computer games.

BOB WADE

Another full-time staff writer, he's already worked his way through a massive number of games in the few months he's been at PCG. Aged 19 and the owner of a Sinclair QL.

CHRIS ANDERSON

PCG's long-suffering editor, aged 27 and owner of a Spectrum and Commodore 64. Too busy editing the mag to spend as much time as he'd like at the keyboard.

SHINGO SUGIURA

A 17-year-old Londoner and computer addict. Owns a BBC, Oric, CGL M5 and a broken ZX81. Also writes programs and has had one published in PCG.

RICHARD PATEY

Aged 14 and comes from Cambridge. Everyone in his class at school has a micro – Richard himself has a '64 and an impressive writing style – his father works for the Daily Mirror.

ROB PATRICK

A 16-year-old from London, beginning work on A-levels. Has access to a Spectrum and BBC on both of which he's seen stacks of games. Didn't want his picture published.

MARTYN SMITH

Aged 15 and lives in Aylesbury, Bucks, preparing for O levels. Owns a Spectrum 48K but also likes football, music and Marvel comics.

STEVEN FILBY

Another of those '64 owners, he's 18 and lives in Bedford. Likes playing with computers and playing with words.

STEVE SPITTLE

Aged 17, his job in information technology gives him access to most home computers. Enjoys being on PCG's panel because 'I like receiving bulky parcels'.

DAVID WRIGHT

A 16-year-old from Chester and an avid Atmos owner. He's had his micro seven months and is a keen adventurer, while still being partial to a bit of Galaxian-blasting.

STEVE COOKE

PCG's 29-year-old deputy editor – has a Spectrum, used to own a Lynx, and has just bought an Amstrad which he sees as the best thing since the advent of adventure games.

GAME: CATASTROPHE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MIRRORSOFT, £6.95

Here's one of those simple games that's really addictive. Playing against either the computer or another person, your task is to build up a block of flats to withstand the various catastrophes that occur.

You guide a helicopter, rotors spinning, to where a barge awaits with a block of masonry, pick it up and place it carefully on the already laid base of the building.

Once you've done this you repeat the process until, in mid-flight, you're stopped by the warning of a major catastrophe.

There are four kinds of catastrophe, earthquake, flood, hurricane and electrical storm, all of which are pretty devastating. The way you build your block will determine what damage it can withstand from each of the disasters.

Audible warnings are given for three of the four dangers, and the lighthouse at the back of the screen flashes when an electrical storm is imminent.

The scene is set at the beginning of a day as a twinkling sun rises on the right hand side of your screen and travels across it. When it reaches the far left of the screen the day is over.

Each day you are given a target to reach, and if you fail to do so a message appears on the screen: 'Contractor's Failure'. This tells you how many catastrophe's you've braved and how many points you got.

If you manage to complete six days you receive a similar message of your success. However, this doesn't occur very often, unlike the natural disasters, which happen at least three times a day!

The one criticism I have is that you can't get rid of the little nagging tune that's played, without also getting rid of the audible warnings. But for all those budding builders out there I'd get a contract out on this one.

Samantha Hemens

GAME: ZOMBIE-ZOMBIE
MACHINE: SPECTRUM 48K
CONTROL: CURS, KEMP, SINC
FROM: QUICKSILVA, £6.95

The follow up to *Ant Attack* using Quicksilva's 'softsolid' graphics technique has arrived and it's endearingly titled *Zombie-Zombie*.

You are in an ancient city and the only things you have for company are the walls, a helicopter and ... zombies! Actually they are rather blobby green, red or pink things and you have to kill them. The only way to zap-a-zombie is to get it to walk off a wall that is three blocks high. To this end you have been provided with a helicopter in which you can move bits of the walls about and construct your own private zombie plank-walk.

First, however, you have to get a mindless monster in tow. Usually they appear green but if you get too close they turn a nasty red and start to eat you. The only way to avoid this is to choose your victim, charge up directly behind it and pounce. It will become a bright shade of pink and start to follow you around.

If you put a wall between you and it, it will be able to escape – so you have to carefully lead it to your staircase up to a wall. Then you lead it up the stairs and along to a large drop at the end, with every step scoring a point.

Jumping off the end should make the beast follow, plunging to its death. However any twists and turns in the wall may allow it to escape as you leap into mid-air. If the wall is too high you will die as well and it's very easy to twitch your joystick and jump accidentally.

As in *Ant Attack* you can view the landscape from four perspectives and the screen scrolls smoothly around. You can keep red zombies away from you by blowing at them but, be warned, they attack very fast. The cassette inlay gives you very few hints but you could have fun with this one.

Bob Wade

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The Perils of Willy

16K Vic 20 owners ought to be ecstatic at the arrival of *Willy* because they now have 33 screens of diabolical platform action, of which they have been deprived so far.

The game is in the great tradition of *Manic Miner* and presents all the usual problems that athletic miners face. On each screen there are a number of purple musical notes which you have to collect and these are usually placed in the most hazardous locations.

To get to the notes you have to negotiate several types of platform and monstrous hazards. The beasts come in four varieties; deadly ducks, wild dogs, steam trains which move left and right, and balloons which float up and down. All of these have to be avoided, mostly by making Willy jump in a long curving arc.

The floors are either solid, conveyor belts or collapsible and some sections are impossible to return to once the bricks have crumbled away.

The early couple of screens are fairly easy and allow even beginners to get into the game. They get harder though and after a few successes you'll find yourself up against some real nerve twanging problems.

There is a time limit for collecting each set of notes and it's usually fairly generous. When you've collected everything the time you have left gives you a bonus score. Fortunately, you don't have to make it to an exit door but just touch the last note. This is handy when one note is placed way out in mid-air.

Fortunately, even when you do die you are only returned to the start of the screen you died on and the notes already collected do not reappear. The hardest thing to get the hang of is Willy's leaping, since you have to start your

PANEL POINTS

I couldn't believe this – 33 screens of platform action on a 16K Vic 20! This means the game has far more to it than the 48K Spectrum's *Manic Miner*.

The screens are pretty good too. They're all very different, and although the first one's easy, they rapidly get hard.

Vic 20 owners haven't had too many quality platform games come their way, but now they'll be able to join the rest of the nation hopping, leaping and dodging in great style. I've no doubt this'll be at number one in the Vic charts for months.

Chris Anderson

I really enjoyed this game. The graphics may not be that fantastic but they rank pretty high by Vic standards.

What made the difference for me in *Perils of Willy* was the playability and the number of screens. The action was smooth and responsive, and the objectives were easy enough to keep me interested but tricky enough to keep me satisfied.

Steve Cooke

At last, at last – a game comparable to *Manic Miner* for the Vic. I loved the deadly ducks, dawgies and balloons which plague your way and the number of rooms is enough to make you jump for joy.

Willy himself is a little white character wearing what looks like a bowler hat and as he wanders along to the strains of Led Zeppelin's 'Stairway to Heaven,' collecting notes, you can't help enjoying yourself.

So, perils or not, get out and buy it!

Samantha Hemens

PANEL POINTS

In my opinion the title perfectly describes the game. After my first go I fell asleep.

The graphics are nothing spectacular. No detail on the helicopter or lighthouse. No beautiful or happy catchy tunes, but just a few simple strings of notes and a chrrrrrr for an aeroplane.

The only good thing about this game is the fact that two people can play against each other.

Adrian Ogden

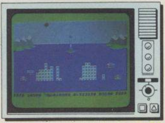
I found this an immensely simple game which I just couldn't stop playing. The challenge to defeat the powers of nature lead me to survive two earthquakes, two hurricanes, six electric storms and numerous floods before finally succumbing to the will of the weather.

The frenetic building required, along with the strategic placing of bricks, kept my full concentration and I cursed, as would any navvy, at the onset of foul weather.

Bob Wade

It's nice to see a game in which you have to be constructive rather than destructive. It may appeal to children but I can't see it having any lasting interest.

Fraser Marshall



GRAPHICS	7
SOUND	6
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	7

PANEL POINTS

From the screen shot you could easily think that this is just a reworking of *Ant Attack*. It's true, the wonderfully realistic 3-D graphics are the same, this time with the added bonus of colour. The game on the other hand, presents a totally new challenge. In common with the author's previous program, you'll either love it or hate it – personally I enjoyed every second.

Peter Walker

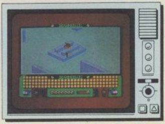
I must be the only person in the northern hemisphere who wasn't all that keen on Sandy White's last offering, *Ant Attack*. I'm afraid the same is true of the follow-up. OK, so the graphics are wonderful in both games and *Zombie* has some nice touches of humour but I just can't bring myself to be enthusiastic about it.

Rob Patrick

I found this rather disappointing as a follow up to the great *Ant Attack*. I didn't feel that colour really added anything to the game.

The 3D effects are still very good, but I would have liked to see a little more done with them. The sound, though, was very good – perhaps the best I've heard on the Spectrum.

Peter Connor



GRAPHICS	8
SOUND	8
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

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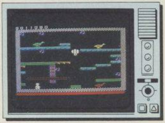
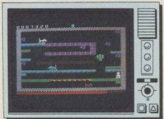
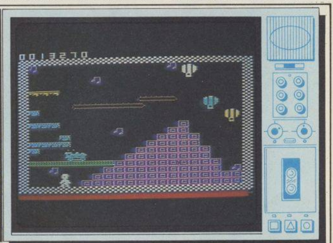




The ducks and dogs aren't as harmless as they look – so watch out!



Climb over the bricks but watch out for those balloons and that steam train

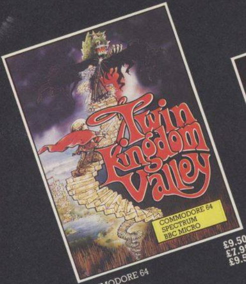
jump some way before an object in order to gain enough height.

If you're sick of platform games then this isn't for you, but those of us still hooked will be leaping into the early hours with this excellent game.

Bob Wade

GAME: THE PERILS OF WILLY
MACHINE: VIC 20 16K
CONTROL: KEYS, JOYSTICK
FROM: SOFTWARE PROJECTS, £5.95

GRAPHICS	8
SOUND	7
ORIGINALITY	2
LASTING INTEREST	9
OVERALL	9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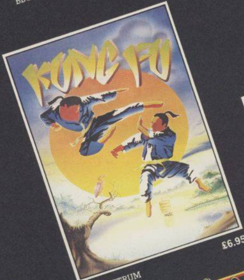

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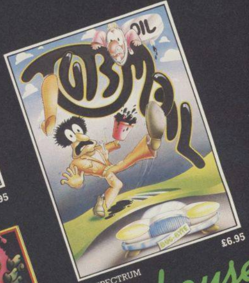
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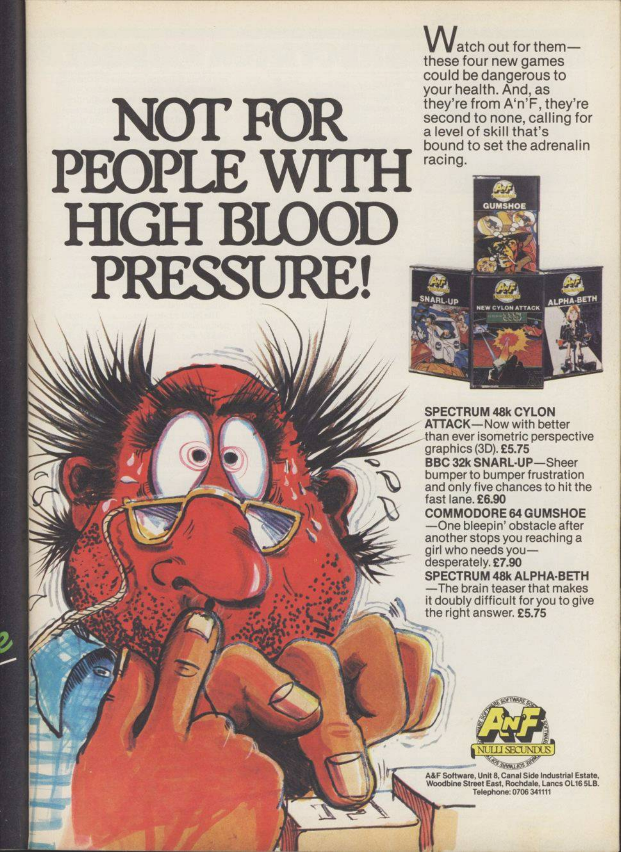

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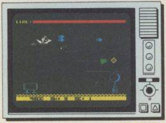


GRAPHICS	8
SOUND	6
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	6

GAME: STARBIKE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CURS, SINC
FROM: THE EDGE, £6.95

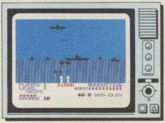
Saving little alien creatures is the object of this new game and very cute they are too, these Orola. The blurb describes them as 'bouncing, yellow blobs of sentience', which is pretty accurate except for the bit about sentience.

They also have extraordinarily long antennae which wave from side to side as they do their bouncing. You arrive on a planet in your lander craft, and pop out riding the starbike. Your mission: to investigate the five sectors and rescue any Orola that might be stranded there.

To help you there are scanners with whirling dishes. You fly through them and an arrow appears pointing the way to the stranded Orola. So, off you go on your bike. You get the Orola and take it back to the teleporter which dumps it in your ship and dumps you in another sector. When you've collected the last one you have to get back to your ship in the time limit and escape to another planet.

It's not easy though. The planets are full of hostile alien life forms, and the starbike's shields can only take five hits before total vaporisation.

For protection, the bike automatically emits a constant stream of laser fire.



GRAPHICS	9
SOUND	7
ORIGINALITY	–
LASTING INTEREST	7
OVERALL	8

GAME: BEACH-HEAD
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC, PROT
FROM: US GOLD, £7.95

Ocean have done a great job converting this Commodore 64 game onto the Spectrum. They've managed to keep the same superb 3D graphics which sent the original version to number 1 in the charts. If they were impressive on the '64, on the Spectrum they're astonishing. The sound is also effective, proving that the Spectrum can do more than just beep.

The idea of the game is to use your fleet of ten ships to destroy the Fortress of Kuhn-Lin, but to do so you must survive several dangerous attack-waves.

For the first you can choose between attacking the enemy fleet head-on or trying to navigate a hidden passage.

The latter strategy means guiding your fleet, one by one, through a large pool which has been heavily mined. It appears as a single screen with an entrance at bottom-left and exit at top-right. But as well as dodging mines you must look out for the torpedoes.

The combat sequence which follows is graphically the most brilliant part of the program. Enemy aircraft take off from an aircraft carrier and swoop toward you to drop their bombs. The 3D effect as the planes grow larger on the

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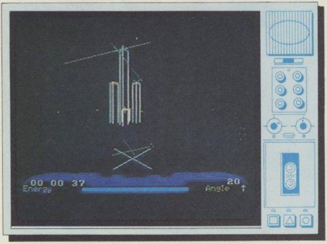

The Evil Lord's main base – destroy it to free the galaxy

Dark Star

In the wake of *Elite* for the BBC comes another 3D game about space exploration and conquest. *Dark Star* is much more in the way of a good old mega-zap but it combines it with outstanding graphics.

In your Liar spacecraft you are faced with a 16 x 16 sector galaxy in which the Evil Lord's Empire controls a cluster of oppressed planets. These come in four types, the most heavily defended of which must all be wiped out in order to liberate the galaxy.

GAME: DARK STAR
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, KEMP, SINC
FROM: DESIGN DESIGN, £7.50

GRAPHICS	9
SOUND	6
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8

Your joystick fire button is used, not for firing, but for controlling thrust, which gives the game a strange feel on first playing.

It all sounds a bit like *Lunar Jetman*, and it looks even more like it. The graphics are excellent, but very Ultimate.

The trouble with the game is that it gets pretty boring. Shoot, pick up, go back to ship, go to another planet and do the same thing.

The aliens are varied and some planets are more difficult than others, but it all boils down to the same thing. A bit more variety in what you have to do and the game could have been a great deal more fun. **Peter Connor**

I was a little disappointed in this game because after so much hyping before hand it presented nothing very original.

The graphics are brilliant, though somewhat reminiscent of *Lunar Jetman*, and the action is fast and furious. The only problem is that the task of collecting Orolas doesn't make this a game to think about, just one of reflex shoot-'em-up.

On the whole I liked the game but software has moved on from pretty graphics and laser blasting. Top class games need more than just a high score table to keep you interested. No harm in a good zap though. **Bob Wade**

PANEL POINTS

A familiar scenario pops up on the screen here. Planet, spaceship and a Jetman on his Starbike. The aliens are pretty unimaginative (although rather deadly) and the little things that need rescuing look rather like frogs with antennae.

The aim of the game seems to have been rather lost in programming since rescuing frogs with antennae and shooting aliens becomes rather monotonous after a while.

Apart from this, it's well presented, and if you enjoy endless killing, endless rescuing and frequent death, this could be for you! **Samantha Hemens**

---

screen is superb.

If you survive this you move onto the artillery stage which means bombing the enemy ships. This can be tough going, especially as they return fire extremely accurately.

Should you make it, you move on to the beach-head which means another obstacle course. This time you're guiding tanks and have to avoid walls, mines, enemy bunkers, towers and tanks.

My only doubts about this one are in its long-term appeal. With graphics like this you could be seduced into buying something you won't end up playing all that often.

Chris Anderson

As Spectrum multi-screen shoot-'em-ups go you're unlikely to find anything better than this. Through the secret passage and you can have a go at the enemy planes, frantically raising your barrels as they roar in from aircraft carriers. Getting the ships themselves is a different matter – a degree in ballistics would be useful. Whatever I tried, my shells dropped too short or too long.

Although the sound is as tinny as you would expect, graphics and animation more than compensate, making *Beach-Head* a must for those who like a fight.

Peter Connor

PANEL POINTS

After playing only once I wondered about the lasting interest but soon I slipped into the atmosphere and from then on it's compulsive. Bound to be a big seller – enjoy it.

Martyn Smith

For some time now '64 owners have been working out their genocidal tendencies on this excellent game, and a Spectrum version has been long awaited by the legions of dead-flesh-tappers.

The graphics are detailed and smooth, and given the hardware limitations sound is reasonable. **Peter Walker**

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In each sector you have a forward view into space and can encounter four varieties of object: planets, on which you can land, hyperspace gates, energy squares and enemy fighters. You control both directions of travel and firing by an on-screen cursor which has to be centred on gates and squares to pass through them or on fighters to destroy them.

Centering the cursor on a planet will take you down to skim over the surface where enemy bases are located. These can be shown on a map which can guide you in on the target. The bases are protected by anti-aircraft fire from the tops of towers and force fields. The towers collapse when blasted and the fields have holes in them through which you can fly.

Destroying the main bases on a planet will liberate it and allow you to leave it. That sector is then free and you can take a hyperspace tunnel to any of four adjacent sectors.

Your craft has a fairly small energy supply which can be depleted by enemy fire, contact with force fields or straying outside a hyperspace tunnel. Energy supply boxes can be found both on planet surfaces and in deep space and are essential to a successful mission.

These boxes are blue and pulsate forward and back as you approach them. You have to close with them at speed or they recede which makes them exceptionally difficult to pass through.

A delightful, if somewhat weird, sense of humour runs throughout the game. The high score table contains either a poem or a conversation at the start and there are screen modes such as 'pretty', 'slimline' and 'wide angle' which apparently only the programmer can play.

An excellent feature is the ability to change various aspects of the game including the sound, difficulty, display and ship characteristics. The program can be moulded to the player's skill and there's plenty of galaxy to keep you hooked. **Bob Wade**

Strangely I wasn't too impressed with *Dark Star* when I first played it. Yes, the graphics were great... There was a good feel to the game... There were one or two original touches... The menu screens had a sense of humour... But...

But what? Well, I left the game feeling somehow that I'd seen it all before, and that – however good it was – it was still just another 3D shoot-out that didn't really offer much more than the original *Star Raiders*.

On the other hand, next morning I found myself aching to have another crack at it. There must be a moral here somewhere, but rather than bother about what it is, I think I'll just sit down and have another game... and another...

Steve Cooke

PANEL POINTS

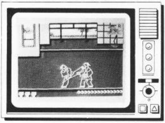
The game belongs to a genre that doesn't often appeal to me – the 3D deep-space tactical shoot-'em-up. But I found it exciting and compelling and kept wanting to have just one more go. Which I did, without much success.

Even though you can change the levels, it was still very difficult. It's heartbreaking swooping down to a planet's surface and blasting everything in sight only to find yourself running out of fuel without a gas station in sight.

Not that I'm complaining that I was struggling to know what to do. The controls are surprisingly easy to use considering the large number of options available. It's rather that the game really makes high demands on your shoot-'em-up skills.

The graphics gave a great sensation of the third dimension and *Dark Star*'s size and complexity would certainly have me coming back for more.

Peter Connor



GRAPHICS	9
SOUND	8
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	7

GAME: : KUNG FU
MACHINE: : SPECTRUM 48K
CONTROL: : KEYS, KEMP, SINC
FROM: : BUG-BYTE, £6.95

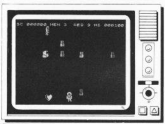
Let me take you now to the land of the East where everybody makes fortunes out of hi-technology and can knock you dead with one strike of their little finger.

Kung Fu places you in the Orient facing a lethal opponent whom you must defeat only to be confronted by another kamikaze fighter bent on your annihilation.

The four strokes at your disposal are a chop, punch, front kick and side kick. These are used to hit your adversary or to parry his attacks but can only be done one at a time.

You have three lives which are shown by clenched fists in the bottom left of the screen. Your strength is indicated by one of the fists which runs through the colours of the spectrum as you gradually weaken under the hail of blows. Your opponent also has an indicator which decreases but, like you, he can be felled by one undefended hit.

If you can survive enough bouts and score highly enough you move on to more skilled men and eventually to more than one opponent. This is far from easy since even at the first stage outwitting your enemy appears to de-



GRAPHICS	3
SOUND	1
ORIGINALITY	5
LASTING INTEREST	1
OVERALL	2

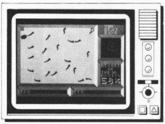
GAME: HANDY ANDY
MACHINE: SPECTRUM 48K
CONTROL: KEMP, KEYS, PROT, SINC
FROM: OMEGA, £1.99

The software market is a strange one. It is incredible that such a huge gap exists between the best and the worst. At one end is superb software such as *Sabre Wulf*, *Jet Set Willy* and *Lords of Midnight* and at the other end in the value for money stakes the wooden spoon goes without a doubt to this awful program. I had the honour of reviewing the last Omega release, and yes folks – this is even worse.

We are told that Andy the caretaker is looking after a toy warehouse and suddenly the dolls come to life and try to escape (well who can blame them). Guess who has to try to catch them.

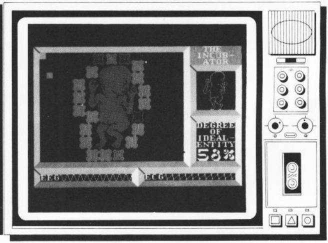
You take the title role and can move around the screen in any direction dodging the other horrors of the night – there are loads of these which are very hard to dodge – and catching the dolls by running over them. Other toys that are picked up give a bonus on your score. Each screen consists of different nasties which are well animated and move very smoothly. There is just one skill level but the control keys are good.

The graphics of Andy and the dolls are very detailed though the animation



GRAPHICS	8
SOUND	10
ORIGINALITY	9
LASTING INTEREST	4
OVERALL	5

GAME: DEUX EX MACHINA
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC
FROM: AUTOMATA, £15.00



● Deus Ex Machina takes you through all the stages of life

Deus Ex Machina is translated from the Latin as – a god introduced into a play to resolve the plot. Yup, you guessed it – you're the god and you're trying to guide a human being through its life in the computer.

The program is accompanied by an audio tape which, when synchronised with the game, provides electronic music and a running commentary about each stage you pass through. This is a very clever idea, but after hearing it through once it merely becomes background noise and after two or three games you probably won't want to play it at all.

The program takes you through the life of a person from the welding of the DNA, through birth, childhood, adulthood and finally old age and death. Each stage of your development presents you with a different game to play in order to maintain your percentage score of success in life.

There are about 15 sections to each life but several groups have the same format. This is the case for five of the first six games which involve moving a cursor around and placing it on objects to either keep them spinning or pulsing. This is done by simply placing the cursor on the object while trying to avoid the blue scanning cursor of the defect police pend a lot on luck.

Each movement is animated in great detail and the end of each fight can be replayed in a fantastic slow-motion sequence. Oriental music accompanies the action and the demo screen of three fighters practicing their moves.

You can play against either the computer or another person. The latter option provides more satisfaction, as you'd expect.

The game loses some of its addictiveness through its sheer difficulty but the excellent graphics and sound are some compensation. It may not be an all-time hit but you'll certainly get a kick out of it! **Bob Wade**

PANEL POINTS

I don't usually approve of violence in computer games, but this was a pretty enjoyable rumble. The figures were very well animated, and even though you're limited to four vicious movements it looked very good on screen.

I did start to get a little bored, though, when I realised I had a good chance of success if I just stood there and repeated the same movements. However, it's not so easy on higher levels.

The sound was pleasantly oriental, but terribly repetitive.

Peter Connor

The sound and animation are superb. The way the characters kick, chop and punch each other to death, while a tuneful Japanese song rolls on in the background, is quite enthralling.

Despite this, I found my Kung Fu expert (or should I say amateur) failing to do his bit for mankind. This was mainly due to the fact that the keys were somewhat oddly placed (and not definable), while the joystick made things quite impossible.

All in all, success seemed to depend rather more on luck than skill.

Samantha Hemens

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is pretty poor. The sound is really bad, for the most part – just clicks and barely audible. The death sequence will really have you tearing your hair out – a tombstone springs up and a high pitched tune 'plays' for about ten seconds. This holds up the game and you may find yourself reaching for the plug.

The main problem with the game is the fact that the whole wretched program consists of only one screen of action, which would not even qualify for being a part of any top game.

Prehistoric compared to the standard of software which people will buy and a complete waste of time, money, and effort on Omega's part. **Martyn Smith**

PANEL POINTS

When this 48K program took only one minute to load, I thought that perhaps it included a fast-load system; sadly I was wrong. *Handy Andy* is short but not at all sweet, being a 'dodge the blob' game of the simplest variety.

The graphics consist of your little man, one type of bouncing alien and various static characters; overall they are limited in variety and uninteresting. Sound is very basic, with dull 'plipp' sounds punctuating the 'action'.

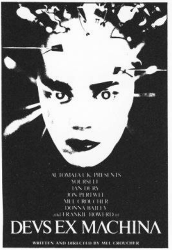
If you are one of the rare breed of snail-racing, maggot-wrestling individuals you will probably enjoy this game. On the cassette insert it says, 'The dolls begin to march out of their store' – they obviously have taste.

Steve Spittle

The only thing this game is handy for is the rubbish bin. It has horrid graphics and sound and a mindless task for you to complete.

There is no lasting interest provided by the meagre single screen and the game itself is not very playable. Omega seem to have licenced much of the substandard software of other major companies who are unprepared to sell it (I wonder why?).

Bob Wade



PANEL POINTS

It looks like an awesome package – star-studded soundtrack etc – and it's certainly an awesome price. But Automata's sick black humour is unlikely to make you chuckle for long and the music is tuneless enough to forget after a couple of hearings.

So, it all comes down to the quality of the game that's buried somewhere inside. Unfortunately, gameplay alone would not sell this package: most of the sequences are very simple and don't bear repeated play. Once the novelty's worn off you'll wonder what you can do with it.

Peter Connor

It's certainly different, but without its rather weird and wonderful music it might be just another game.

Graphically, it's brilliant in parts, uninteresting in others. The various stages of Man's life are portrayed quite well, though some of the screens seem to want to rob you of your eyesight.

Finding out what to do in each screen does use some brainpower, since the instructions are somewhat obscure. The question is whether you'll want to play it more than once. **Samantha Hemens**

There's sometimes only a thin dividing line between brilliant originality and insufferable gimmickry. I think most game-players will feel *Deus Ex Machina* falls just the wrong side of the line.

Some aspects of the package are stunning – the opening graphical sequence, for one. The trouble is, the synchronisation of the music with the action means each game is of a fixed length, and this has imposed a severe limitation on the actual game-play. I also found the story line ultimately to be pretentious rubbish. **Chris Anderson**

and not letting anything stop moving.

Your cursor is green and as far as I can tell it's a mouse dropping with which you can control the progress of an accident in THE machine. The plot of this little mishap is related on the audio track and starts with this unfortunate mouse having its sphincter eased by nerve gas . . . hmmmm?

I won't burden you with the details of the story on the soundtrack, related in words and music by famous names like Ian Drury, Jon Pertwee and Frankie Howerd. Suffice to say that it lives up to Automata's weird reputation and may well appeal to people taking degrees in philosophy and sociology.

The game always lasts the same amount of time and your success at each stage is determined by a percentage score which will drop for every failure you have.

It's certainly not just a game – more of an attempt at entertainment. The problems it faces in achieving popularity are great though; some will find it tasteless, others unplayable and many just won't be able to relate to the game concept.

I liked it, however, and found it highly original and enjoyable. But beware, you should definitely try before you buy with this one. **Bob Wade**

GAME: VERTIGO
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: UNIQUE, £5.99

Vertigo is a strange cross between *Berzerk* and *Jet-Pac*.

It has you travelling through a maze with a large number of interconnecting rooms; these rooms contain aliens who attempt to bounce into you. Your objective is to collect seven keys which have been placed throughout the maze.

After you have killed all the aliens in a particular room you are shown a map of the maze. This has your position, and that of the keys marked on it. Some extra lives are also available in a number of the rooms; these are also marked on the map.

Once you have collected all of the keys, they must be taken to the trunk in the top left-hand corner of the maze, and you can then exit.

Your man is equipped with a jet-pac and a laser gun, he is also incredibly large, (approximately one third of the height of a room). Although he is very well drawn and moves smoothly, controlling him is very difficult and the aliens have a nasty habit of bumping into various parts of his anatomy, as his size makes it almost impossible to dodge them. For some reason the aliens are not as well drawn or animated as the impressive-looking rocket-man.

Vertigo appears to have a fairly limited variety of aliens; as even the small amount of rooms I visited contained aliens identical to those in other rooms.

Unfortunately, the program can also be 'broken-out of' accidentally when you are viewing the instructions or entering your name in the score table; this should not be possible! This, combined with the obvious derivative elements, has given *Vertigo* a tacky feel.

Overall, due to control problems and poor presentation, I must give what may have been a reasonable game a definite thumbs down. **Steve Spittle**

GAME: TILER
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC, PROT
FROM: INTERCEPTOR MICROS, £5.50

Playing this game made me wonder where on Earth computer game writers get their ideas from. The author of this particular program must either possess an incredibly twisted imagination or spend half his life drugged to the eyeballs. Would *you* think up a plot like this?

As the tiler, you must walk around the house, garage and garden of one Rob Rubber, collecting tiles and taking them to the roof. Meanwhile – and here's the wierd bit – Rob bounces around performing incredible leaps and cartwheels. Should you be caught underneath him you are squashed and lose a life. Now try and tell me the author of this is a sane human being.

The three scenes are beautifully drawn, from the bathtub and lights of the house, to the car in the garage and the tree house in the garden. You are a pleasant little stick-man who walks quite smoothly while Mr Rubber performs his acrobatics in equally pleasing graphic style.

You go from location to location, up and down stairs and, on possession of a key, through doors. The tiles are in the garage and you must take them to the roof of the house, all the while dodging Rob.

Unfortunately, you must collect so many of the things – you can only carry one at a time – that the game can become a routine as you repeatedly follow the same path again and again. Thus the lasting appeal of the program is doubtful, even beyond the first few days.

Controlling your man is easy enough, either with keys or any of the three popular joysticks. However you do find that getting off stairs is a problem, as you need to be at either the very top or bottom.

A pity really, because a nice, if strange, idea and some good graphics have been spoilt by a lack of variety. **Peter Walker**

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT

American Football

'Left 81...left 81...hup, hup, hup,' the quarterback shouts over the roar of the crowd. As the ball is snapped, there is the thud of flesh hitting leather and metal, and the crescendo of noise rises to new heights while the ball spirals into the arms of a waiting receiver for a touchdown.

If you followed all that, you already know about American football and will love this game. Otherwise you will need the rulebook supplied and a fairly vivid imagination.

The game puts you in charge of any team you care to choose and you can play four quarters of action against the computer or a friend. Throughout the game you will be in defence or offence and in either case you have to decide what type of play your team should adopt.

When carrying the ball in offence you have 11 plays, four passing, four running and three kicking. There are only four defensive plays and so the emphasis is on the attacking team to out-guess the defenders.

After making your choices the effect is displayed on the screen, with tiny players rushing around and the ball carrier flashing. Once the play is complete you are informed of the result and progress to the next down.

The basic concept is very simple and you just have to pick the right play to outwit your opponent. The program is run by two-letter inputs and can handle options for giving you time-outs and statistics during the match.

If you are not already familiar with the sport you will need to have a long read of the instructions. Don't be put off by the jargon because the game isn't that

PANEL POINTS

Indulge in legalized GBH in the comfort of your own home with this clever program from Mind Games. And a mind game it is, with all the various plays, options and tactics. The 16-page booklet is essential reading, even for those familiar with the sport.

Despite this complexity, once in play the game becomes interesting and exciting as you will your running backs through those vital few yards.

Peter Walker

Enjoyable even if you don't understand the sport. The graphics are good for this type of game and well animated. There's not much sound but that is not a drawback. There are quick responses to inputs and the action sequences are thrilling.

I was soon engrossed and found that I could easily pick up some of the tactics and understand what was going on and, after subsequent games, I had the play flowing well.

Football Manager has ruled the roost for ages as the best sports strategy game but this is far superior. If the theme appeals to you buy this game.

Martyn Smith

I'll have to be honest now and tell you that what I know about American football you could write quite easily on the back of a postage stamp. Fortunately, that didn't spoil my enjoyment of this game one little bit.

It is simple, colourful and, once you've read the extensive glossary, dead easy to play. That's not to say it isn't challenging – it is – but never the less even an idiot like myself can play it after only a few minutes with the help of the documentation. And it's a lot less risky than the real thing!

Rob Patrick

This game appears to be a cross between *Jetpac* and *The Pyramid*. It comes from Spain, recently the breeding ground of some very nice games, and is basically a mega-shoot-em-up.

The game's graphics are clear, smooth and well-drawn and the sound is above average. At first the game is intolerably difficult and I suppose one could easily get very bored, especially since there is an annoying little jingle every time you die.

I persevered to other rooms, but not to much satisfaction.

Rob Patrick

PANEL POINTS

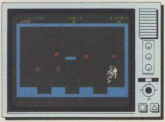
Just as the instructions look like they've been written using a phrasebook (I quote 'At last the man is arrived to Mars'), so this game appears to have been constructed from Ultimate's back catalogue.

Peter Walker

Elements of *Vertigo* are very impressive, like the large animated main character and the number of rooms to explore.

However the major drawbacks, of the screens being repetitive and the task you have to complete being a straightforward treasure hunt, make this a slightly disappointing program.

Bob Wade



GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	4

I have mixed feelings about this game. On the one hand, the graphics of the locations are really superb, colourful and totally hi-resolution. But on the other, it seems that Interceptor have designed these at the expense of everything else.

As character graphics go the stickman in this game is totally unappealing and extremely hard to control. There is no variety in this game and I soon tired of it.

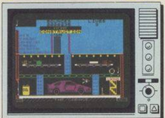
Martyn Smith

PANEL POINTS

As the saying goes, 'All that glitters is not gold', and unfortunately this is very true of Interceptor's *Tiler*. The background scenes are very attractive, perhaps even up to Ultimate standards, but sadly the programmer has forgotten that a game also needs to be playable. Your stick-like man has a tendency to become invisible when he clashes with some of the badly chosen background colours – this is really very annoying.

There is a very limited variety of gameplay, with only you and Rob Rubber in the neighbourhood. With the time it takes to transport tiles to the roof and your only adversary the bouncing Rob, this game rapidly loses what little shine it has.

Steve Spittle



GRAPHICS	7
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	5

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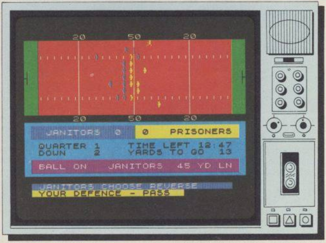
GAME STATISTICS
RAIDERS
BEARS

● Make your plays against the computer or a friend in this thrilling game



```
JANITORS  0    0  PRISONERS
QUARTER  1   TIME LEFT 12:47
DOWN     2   YARDS TO GO  13
BALL ON   JANITORS  45 YD LN
JANITORS CHOOSE REVERSE
YOUR DEFENCE - PASS
```

● You don't have to know the real game to enjoy this simulation

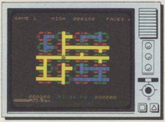
complicated to get the hang of.

Newcomers will be disappointed by the stickman players and the lack of bone-crunching sound effects but fans will love it and it's realistic enough to keep me playing for hours. **Bob Wade**

GAME: AMERICAN FOOTBALL
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: ARGUS PRESS, £9.99

GRAPHICS	6
SOUND	4
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

GAME: ZENJI
MACHINE: SPECTRUM
CONTROL: KEYS, KEMP, SINC, CURS
FROM: ACTIVISION, £9.99



GRAPHICS	6
SOUND	4
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	7

To tell the absolute truth when I first loaded this game I could make neither head nor tail of it. The aim is to fill a maze with yellow by rotating the various elements.

As you can see, this does not lend itself easily to description and the copywriter, to avoid this problem, has filled the tape inlay card with a load of pseudo-philosophical hokum. The instructions are full of words like 'experience', 'desire' and 'intuition' in a desperate attempt to create an illusion of oriental mystique. In fact the game is simply a puzzle to be solved in real time.

You move your man around and when you reach a junction you can rotate that section left or right. If you make a useful connection the pieces you have connected with turn yellow. Eventually you will turn the whole network yellow and you then progress to a higher level with a larger maze and the added disadvantage of having the flames of desire chasing you. Should you make contact with these you will 'lose your head' and have to start again.

'Zenji is like life' claim Activision. But then they also say: 'There is no conquest. There is no planning. Use the mind differently.' Well I'm not going to argue with their philosophy but I am dubious as to how well this game is likely to sell. It's not easy to get into and even when you have figured out what to do it's not exactly the most addictive game you'll play.

On the plus side the graphics are good and chunky and the sound, though not excessively used, is nonetheless effective. Control is fairly good but can be a little sticky at times.

If you like computerized puzzles, *Zenji* may appeal to you, it's certainly one of the best, but unfortunately this isn't my cup of Darjeeling.

In the words of my brother, 'How do you shoot?'

Rob Patrick

PANEL POINTS

The strange and mystic writings and the warning to trust your intuition on the cassette inlay made me a bit sceptical about the content of this game. But, they are right – to get to grips with this one you must take heed of the warnings and use your intuition.

The graphics are pretty unimaginative and there is no sound to speak of. The overall presentation is rather scruffy and looks as though Activision have rushed it out, but *Zenji* is still very good, and an excellent puzzle.

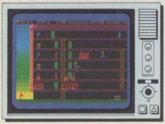
With the release of Beyond's *Ankh* it looks as though we may be entering the era of the arcade-puzzle and if so *Zenji* will be one of the top sellers. A worthy addition to anyone's software collection and especially those with quick fingers and logical minds. **Martyn Smith**

To begin with I found *Zenji* horribly frustrating – now I know it's horribly addictive.

You compete against yourself, perhaps that is what makes it so enthralling. I guarantee that even if you hate puzzles, this one will have you hooked; but remember, 'hang loose'.

Steve Spittle

GAME: PIROMANIA
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC
FROM: AUTOMATA, £6.00



GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

Another of Automata's games featuring their cult character the Pi-man. In this game he is not under your control – in fact he is very much the bad guy of the piece. The Pi-man, it seems, has become an arsonist.

The layout of the game is rather basic, consisting of ladders and platforms to represent a building which is rapidly becoming an inferno. Your man, a chubby, well designed little fireman, must rush around putting out the fires which appear randomly on any of the platforms, most of them having been started by you-know-who. He must also open doors to set free the fleeing inhabitants.

The fires are put out using the fire extinguisher or the bucket (which you pick up by moving over them). However these soon run dry. The bucket can be filled at the tap (which is on the lowest platform) and there is often more than one extinguisher on each screen. The doors are opened simply by moving through them.

Your only help in this red-hot scenario is from a pink elephant which occasionally stampedes across the uppermost platform extinguishing the fires.

Bonuses are achieved for each inhabitant that escapes and for valuables and dynamite collected (these objects appear irregularly on any of the platforms). The sheet is completed when all the fires are put out and the next sheet has a different layout.

The graphics are fairly small and a little flickery, but are well designed and colour is well used. The sound is continuous and of a good standard.

Piromania is probably Automata's best effort to date, but I do find this 'Pi' fixation a little ridiculous. A game with little variety but a great deal happening all at once. Good fun, but it may not light *your* fire. **Martyn Smith**

PANEL POINTS

This is driving me wild! Everywhere I look there's a fire starting or something to be collected. My bucket's empty and so are the fire extinguishers. Where's that tap? Oh no! That girl's trapped by the blaze.

Like I said, *Piromania* is driving me wild. It's fast, furious and fiery. I have no doubt this will do a bundle in the shops, just as it deserves to. **Rob Patrick**

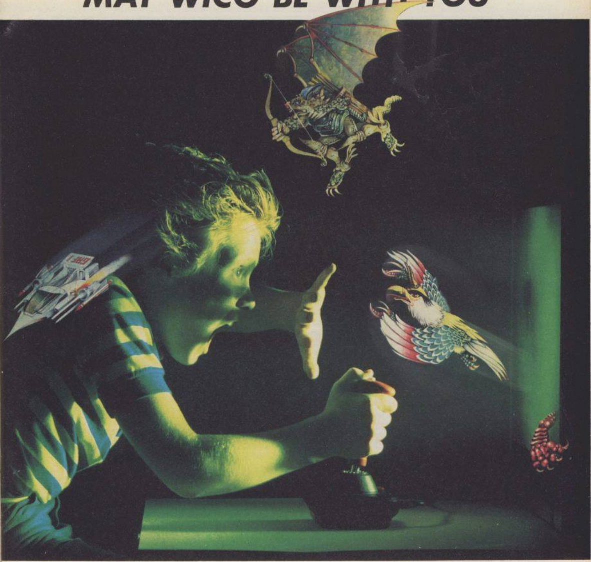
The graphics, though rather small, are cute and well animated. I especially like the angel which flies up to the heavens when you lose a life and the pink elephant (funny thing to keep in a house) which jumps its way along the top floor.

Overall this is one of the better Pi-man games. **Richard Boniface**

At first it seemed to be just a fancy version of *Space Panic* – but that turned out to be a false impression. This is a very enjoyable game in its own right.

The graphics are really very amusing, with creatures like the pink elephant who prances comically across the screen. The sound is hilariously gruesome – the people squeal as they're consumed by the ever-expanding fire. **Steve Spittle**

•• MAY WICO BE WITH YOU ••



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SCORE 000000

GRAPHICS	7
SOUND	5
ORIGINALITY	1
LASTING INTEREST	7
OVERALL	6

GAME: YUMPING YOSSER
MACHINE: DRAGON 32/64
CONTROL: JOYSTICK
FROM: KNIGHT SOFTWARE, £5.95

'Gis a job' is what you might expect from this program but instead of being based on the much-loved Liverpudlian it is instead a close cousin of a certain crazed miner.

Yosser has been separated from his sweetheart Daisy and has to fight his way through 15 screens of platforms to find her again.

All the stages take the same general format with a key in the top left-hand corner of the display and a door in the top right. Your task is to get first to the key and then to the door which will lead to the next screen.

Aliens are found in all the rooms and they move left and right on the various floor levels. These can be jumped over and on the later sections this is essential since you appear at the start in some nasty predicaments.

Jumping is done by pressing fire and you automatically leap in the direction you are facing. Careful positioning is required though or you may bang your head on the base of a platform or not make enough height. You can only jump and fall one level at a time and trying to go further will result in disaster.

GAME: BRUCE LEE
MACHINE: ATARI 400, 800, XL, COMMODORE 64 (£9.95)
CONTROL: JOYSTICK
FROM: DATASOFT/US GOLD, £14.95

Games based upon TV shows or film stars tend to be fairly mediocre, relying on the title rather than the game itself to sell. Datasoft's *Bruce Lee*, however, is a big exception.

You play Bruce Lee, searching for vast wealth and the secret of immortality. You have to penetrate the Fortress of the Wizard, who has both of these, and destroy him. To reach him, you must make your way through 19 screens of action. You have to collect lanterns (no, I didn't understand why either) to enable you to move from screen to screen.

Trying to stop you are two lethal enemies: the Green Yamo, who attacks you with blows, and the Ninja who is armed with an array of deadly weapons. Fortunately, you can give as good as you get with karate chops and kicks. At early levels these two are easy to kill, but in later rounds they become considerably faster and more deadly. The Yamo ends up becoming a real toughie, I can tell you.

Bruce is a very manoeuvrable figure and controlling him is simple. You can run, jump, duck, chop and kick, the latter actions being accompanied by appropriate bone-crunching noises.

There are several player options allowing one player to be the Yamo or two players to alternate as Bruce and his green foe. There is also a very useful option for left-handed people.

Apart from the lack of sound and a rather anti-climatic last screen (in which you confront the Wizard), *Bruce Lee* is a great game and well worth the price.

Steven Perkins

GRAPHICS	8
SOUND	5
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8

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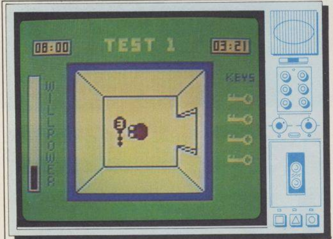
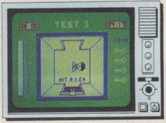


● Finding the key in Back Track is no easy task

GAME: BACK TRACK
MACHINE: DRAGON 32
CONTROL: KEYS
FROM: INCENTIVE, £6.50

GRAPHICS	9
SOUND	5
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8



● A bird's eye view of Eddie

Back Track

This is 1984. Human beings are treated no better than Pavlov's dogs. Heartless scientists wind us up and make us play for their amusement, like clockwork rats in a trap. All in the interest of science, you understand.

Such a gruesome fate has befallen Eddie in this game. Imprisoned by the mad professor, Eddie must undergo five tests in a macabre labyrinth to see how long his will to live can last.

And he's such a nice boy. A round smiling face is topped by a great shock of red hair. That smile's wiped off, though, when the prof's plunger thrusts him into

Your character moves very smoothly and although the other graphics are good the game still has that vile green screen. Titles are on all stages and usually consist of alliteration on people's names like Marie's Maison and Simon's Shack.

Extra lives are gained after screens five and ten and your spare men wander around in a little space at the bottom right of the display while you play.

There isn't much variation in the different screens but they do present a strong challenge and won't be beaten easily. It's a very welcome addition to the ranks of the Dragon's software.

Bob Wade

A bit disappointing. 15 screens of *Manic Miner*-style action sounded pretty good but, despite the witty names, they were all rather too similar, featuring fuzzy monsters and a familiar layout of platforms.

Yosser himself is quite an engaging fellow, even if he does take a long time to get airborne and the game as a whole is just about above average for the Dragon.

Peter Connor

With such eloquent phrases appearing on the screen as "Ow! A headbanger", who could dislike this game?

PANEL POINTS

The little character, all dressed in blue (he's even got a little blue cap!), jumps from platform to platform with real style – that is, if you've learnt how to negotiate a Dragon joystick. While the monsters in their pretty unvaried shapes and sizes seem to enjoy making life difficult.

It's a pity that Knight Software couldn't manage a change of background colour since green does become rather tedious. However, I did enjoy 'yumping' around the screens and if you like platform games, you should enjoy this one too!

Samantha Hemens

GAME: HESGAMES
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: HESWARE, £27.95

The recent arrival of numerous *Decathlon*-derived games makes life very hard for the potential buyer. But look no further: *Hesgames* from Hesware offers some of the finest graphics, sound and play for the 64 – if you can afford it!

It has six events, 100 metre sprint, 110 metre hurdles, long jump, archery, springboard diving and weightlifting. All events are tough, gruelling and energy draining.

There is a facility to save and later reload your performances so those record breakers are never lost. There is a choice of players, team names and colours and the manual has tips to help you give your very best performances.

I stress the quality of this game but it must be viewed in relation to its price – £27.95. It is on disk but is still very expensive for the average 64 owner. Nevertheless, I rate it high.

Tony Takoushi

GRAPHICS	10
SOUND	8
ORIGINALITY	0
LASTING INTEREST	9
OVERALL	7

GAME: TROUBLE BREWING
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: SILVERSOFT, £5.95

Plenty of trouble for do-it-yourself alcoholics who attempt to gather ingredients, mix a potent brew and then cure a whopping hangover. Graphics are colourful and the gameplay can be quite demanding, but there's only five screens. **Peter Connor**

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	5

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•

the living hell of the maze.

A very original and difficult maze it is, too, You get a bird's-eye-view of Eddie, as if the roof of the building had been detached, as he desperately wanders from room to room.

He's looking for the four keys he needs to unlock the exit. Of course, he's also looking for that too. The trouble with these keys is that they have to be collected in sequence.

Eddie can make things easier if he can get hold of the map, but that too is randomly hidden in the maze and it's a matter of luck if he finds it quickly.

Naturally, this is a dispiriting business and the 'willpower' indicator at the side of the screen shows just how desperate Eddie's getting. If he runs out of this essential stuff, it's all over.

But he can replenish his supply of will power by gobbling the cherries found in some rooms and by collecting keys. Unfortunately, these rooms also contain a sprinkling of slothful snakes (of the green variety).

Eddie can sneak past them if the serpent head is turned away. If not, he is swallowed whole. The professor has also laid his pet mutated rug in wait and it doesn't like being disturbed one bit. Skeletons are also left lying around to dispirit him still further. But still he troops on with his little feet sticking out in front of him as he goes.

Test 1 can be completed, with luck and practice, within ten minutes. The next maze is bigger, has more keys and takes a quarter of an hour or so. Test 5, if you get that far, will take getting on for 40 minutes.

Back Track is a really original variant of the maze game and provides a gripping and lengthy challenge. Graphics are excellent, but the sound is merely average – not that it's terribly important. Dragon owners will want to get out of this one.

Peter Connor

You'd think there was no life in 3D maze games, but here's one which comes up with a brilliant new approach – viewing the action from above. This makes it so much easier to remember your way through the maze – it's far more satisfying than 3D maze games which drop you in at ground level.

Eddie is very cute, even viewed from above, and the scrolling of the maze as he moves is impressive.

Possibly a bit more could have been done with the keys – each key could have opened up a new section of the maze. But just collecting them is adventurous enough – this game would probably be a hit on any micro. **Chris Anderson**

The lovely way that poor Eddie digs his heels in to try to stop himself being pushed into the maze is tearjerking, and you can see why once he's there.

PANEL POINTS

The gobbling green snakes and spooky skeletons that hang around in this place, are rather nasty – like if you're not careful, you die. And that's not the only problem!

So, if you enjoy dicing with death, *Back Track* down to your local store NOW!

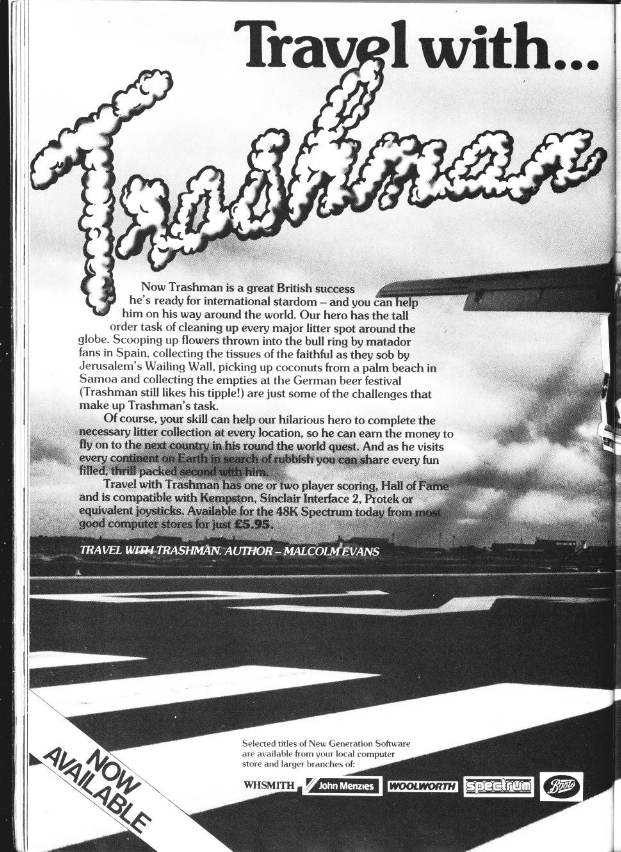
Samantha Hemens

I have the will, I have the determination . . . then again perhaps . . . oh no, I just can't take anymore, Mother!

Sorry, it's just that small spaces, time limits and evil professors have this strange effect on me. The novel graphic viewpoint and the compulsive maze search all make this a highly addictive game.

Some of the touches, like being pushed into the maze and swallowed by the snake are delightfully done, adding the essential sense of humour. Wonderfully difficult and great to play. **Bob Wade**

Travel with...



Now Trashman is a great British success he's ready for international stardom – and you can help him on his way around the world. Our hero has the tall order task of cleaning up every major litter spot around the globe. Scooping up flowers thrown into the bull ring by matador fans in Spain, collecting the tissues of the faithful as they sob by Jerusalem's Wailing Wall, picking up coconuts from a palm beach in Samoa and collecting the empties at the German beer festival (Trashman still likes his tipple!) are just some of the challenges that make up Trashman's task.

Of course, your skill can help our hilarious hero to complete the necessary litter collection at every location, so he can earn the money to fly on to the next country in his round the world quest. And as he visits every continent on Earth in search of rubbish you can share every fun filled, thrill packed second with him.

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TRAVEL WITH TRASHMAN. AUTHOR – MALCOLM EVANS

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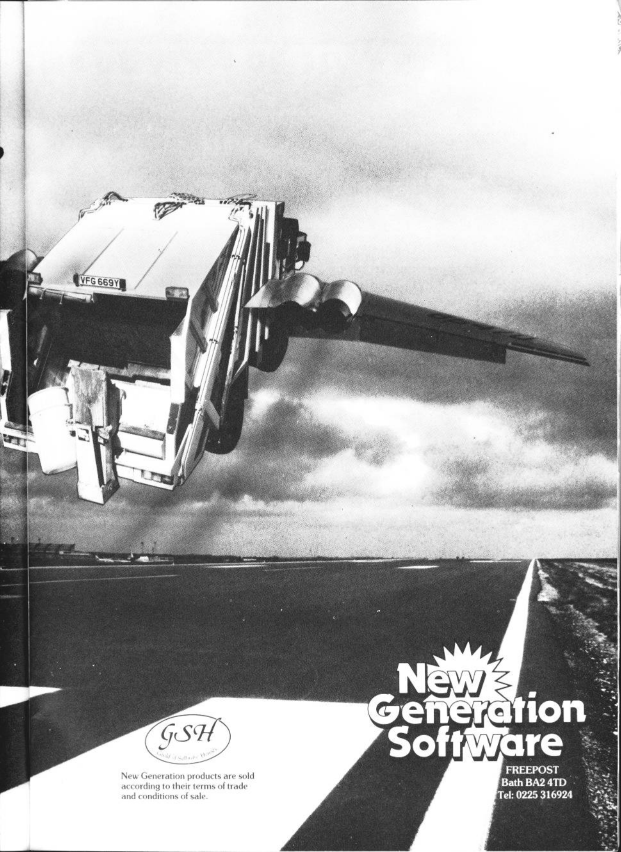

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GAME: BATTLE GROUND
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: OMEGA, £1.99

The idea of the game is to pilot your 'glider' fending off the waves of the attacking enemy forces; and bearing in mind the limitations of the machine, very good it is too.

Your glider can be moved up and down on the right hand edge of the screen, and is protected by the row of barricades occupying alternate character squares. The barricades are gradually shot away by the enemy, but, as your glider's weapon has no effect on them, they can also act as protection for the enemy too.

On the subject of the enemy, each wave has a row of them on the left hand edge of the screen which advance toward your glider. They appear in various guises ranging from cars to beasts, some obviously inspired by the imperial walkers of the second Star Wars film. As if this wasn't bad enough, each alien must be hit six or more times to destroy it, increasing by one each level.

By way of defence from these George Lucas figures, your craft is equipped with a laser. At the touch of the joystick, the glider is propelled into the battle field and is able to lay barricades in the path of the attacking onslaught. Be careful not to take off into a barricade or hit anything on the way though, or it's goodbye to one of your nine lives.

The graphics in the game are excellent for an unexpanded Vic with a good variety of alien forms.

Sound was scarce, but then you can't have everything.

Movement of your glider is very fast, sometimes iritatingly fast, requiring a very light touch of the joystick to move one position.

Despite its simplicity, I found the game quite addictive and very playable. In comparison with some of the recent releases for the unexpanded Vic, it's definitely worth a few load.

Jeremy Fisher

GAME: DODO LAIR
MACHINE: VIC 20 UNEXPANDED
CONTROL: KEYS, JOYSTICK
FROM: SOFTWARE PROJECTS, £5.95

So you thought speedy shoot-'em-ups were extinct on the unexpanded Vic? You thought dodos were as dead as the dodo? Wrong on both counts, because *Dodo Lair* shows that the strange bird is alive and well and just raring to get at you.

Controlling and playing the game are pretty simple, which is not to say that it's easy, because the screen is packed with hostile aliens who are not at all easy to dodge.

You control a 'ground-skimmer' – a rapid-firing ship which moves only vertically. Coming at you horizontally are swarms of Henpeks, Mults, B.B.s, Wallys, Radas etc. Graphically, these are nothing special – chunky blocks – but they're colourful and they come thick and fast.

Obviously, you have to destroy these things. Different aliens give you varying scores. A mere Wally, for instance, will bag you only one measly point while the big red Rada gets you 200.

The ones to watch are the B.B.s, even though they only score you ten points. If these purple rascals get through to the right-hand side of the screen, your goose is cooked.

The trouble is that they often hide in a thick cluster of other creatures. At such times, judicious use of the shields is called for to force your way through the protective covering of Prongs and Poles.

Once a wave is cleared you get a crack at the Dodo, a gruesome red monstrosity which hops up and down spewing out deadly eggs.

Hit it twelve times and you progress to the next stage. And so on until you've destroyed all nine waves.

Dodo Lair is certainly not the most original thing since *Manic Miner*, but it has all the virtues of the good shoot-'em-up: it's noisy, fast, colourful and really quite addictive.

Peter Connor

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Mega Vault

Mega Vault is, without doubt, the best game I have ever seen on the Vic. The fact that it is written for the unexpanded machine is even more incredible.

You are a Megaboopa – a cuddly, selfless little creature, intent on rescuing your owner, Fred, from the evil clutches of Doctor Zorklef. The Doctor has locked up Fred in a cage within the impenetrable Mega Vault and plans to carry out horrific experiments on him.

Bravely you set off to collect food for your hungry master and more importantly, to find the key to the cage.

However things are never that easy, especially in the world of computer games. Doctor Zorklef's security set-up would put Fort Knox to shame.

There are Mega Mines which float about the vault menacingly, Ultron Lasers firing blasts of searing heat and the Delta Block which will squash an unsuspecting Megaboopa into meat-paste.

Having outmanoeuvred the security devices, collected the food and found the key you must now retrace your steps to free your master. However, even when you have released Fred from the vault your problems are not over. The Doctor has cunningly designed his prison so that any escapees have to negotiate several different, but equally hazardous, vaults. Should keep you busy for quite some time.

The graphics and sound are very good considering the meagre amount of memory space. I loved the way Megaboopa danced about while he was waiting to be moved. But Fred has to be one of the ugliest characters in any game, strongly resembling a Space Invader. Having combined this with an excellent idea Imagine must be onto a winner.

Buy this if it's the only game you ever buy for your Vic.

Fraser Marshall

PANEL POINTS

What an excellent game *Mega Vault* is for a computer with a very small memory. An original idea combines well with good sound and graphics and makes it the best 3.5K Vic 20 game by Imagine.

There are not many good game for the unexpanded Vic (except *Arcadia* – another Imagine masterpiece). It is quite amazing that this game, with a fantastic title page, can fit the memory available.

It is an absolute MUST for any unexpanded Vic owners anywhere.

Adrian Ogden

If you didn't read on the tape inlay that this was an enexpanded game you could be forgiven for thinking it was for an 8 or 16K machine.

The assault-course manner in which you have to conquer the vaults, combined with the breathing spaces between stages means you are continually summoning your resources for the next charge past danger.

The game retains its interest even after you have completed a screen because although you may know how to complete it your reflexes and mind aren't always up to the task.

The Imagine legacy lives on inthe tape inlay, and with more games like this they might have survived.

Bob Wade

The game looks quite simple once you've worked out how to do it, but let me warn you, one small error and you're obliterated.

Megaboopa has this great way of sort of bouncing on the spot and although he's only a black blob with legs, he's got a lot of character.

Samantha Hemens

IC 20 • VIC 20 • VIC 20 • VIC 20

PANEL POINTS

This is *Space Invaders* flipped on its side. There is a good variety in the graphics used with different enemy weapons attacking in each wave, however your glider doesn't look as if it could get an inch off the ground.

One very Minterish touch is that with each round you fire at an opponent a colour change takes place giving a good indication of how many more laser bolts you need fire until the death of your enemy.

Just another shoot-'em-up to join this already overcrowded area of the games market for the Vic. But not bad value for money at £1.99.

Easy for the beginner to learn because so many lives are given.

Fraser Marshall

A lot of computer owners may knock *Battle Ground* but really it is not such a bad game. It does not have great grahics or great sound, but then what does on a 3.5K computer?

The idea is not new but it contains original features. It is important for good new games still to be produced for the Vic and this game is not far off being good.

Adrian Ogden

GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	7

PANEL POINTS

Well this was certainly a whop! slam! wallop! game. Programmers seem to have got the knack of getting speedy graphics on the old Vic, but of course the memory doesn't allow for much variation in gameplay.

Still, I quite enjoyed *Dodo*. At least there's two different attack sequences requiring different tactics. Well, perhaps tactics is too strong a word .... All I did was keep my finger glued to the fire button and my eyes glued to the screen. Mindless, old fashioned zap – no wonder Dodos are extinct.

Steve Cooke

There seem to be one or two minor bugs in this game, but this doesn't detract from its playability.

The Dodo looks more like a red inflatable duck with cold legs – but not to worry. Since the rest of the aliens are all pretty run of the mill it fits in quite well.

I was slightly annoyed by the lack of High Score table and after a while at the joystick, frustration set in and I gave the game up to a more eager reviewer. I never did get further than the first encounter with that manic Dodo!

Samantha Hemens

GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	6

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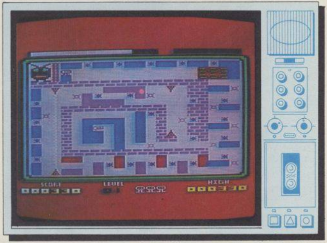
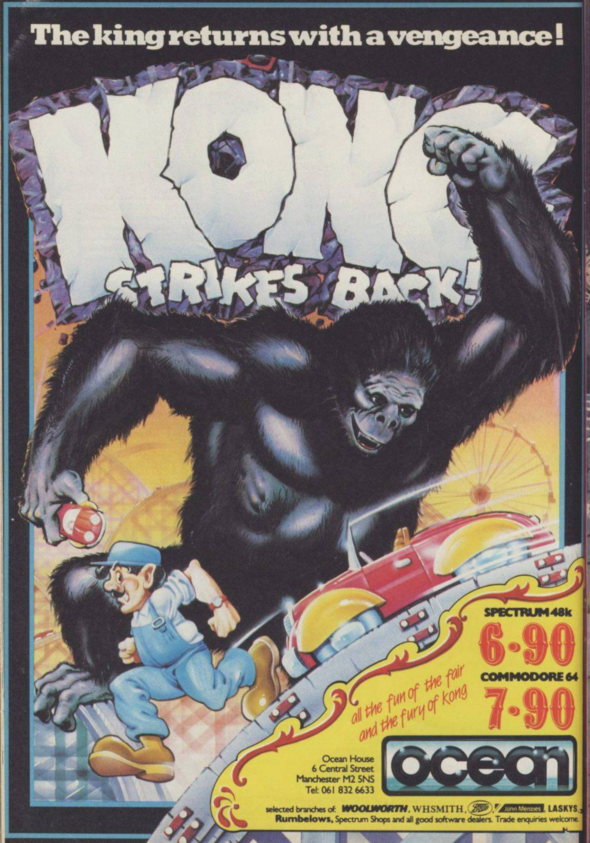
MEGA
VAULT
Imagine
..the name of the game
For the unexpanded



• Great graphics and wacky action in Mega Vault

GAME: MEGA VAULT	
MACHINE: VIC 20 UNEXPANDED	
CONTROL: JOYSTICK, KEYS	
FROM: IMAGINE, £5.50	

GRAPHICS	8
SOUND	8
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8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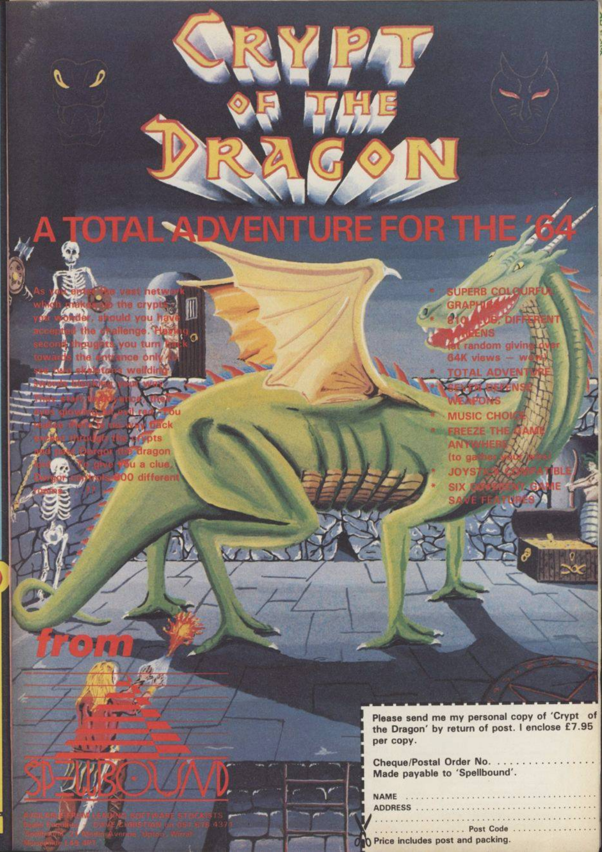

CRYPT OF THE DRAGON

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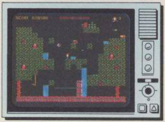


GAME: TARZAN
MACHINE: BBC B
CONTROL: KEYS, JOYSTICK
FROM: ALLIGATA, £7.95

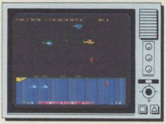
If you think when you buy this game that you'll be transformed into a muscle-bound apeman in a loin-cloth with a scantily-clad Bo Derek swinging after you I'm afraid you're in for something of a shock. This game has no swinging vines, no savage lions and no resemblance to its arcade counterpart. You don't even get to see Jane until the final screen.

You, Tarzan (sorry, but I had to fit it in somewhere) must look for your own true love, Jane, and rescue her from the clutches of a vicious ... Thingummy-jig. Actually, the instructions don't tell us what it is and I've not got far enough into the jungle to find out.

You travel through the forest by jumping between platforms and avoiding various hazards such as a bear dropping apples on you. Your progress is assisted by some patches of ground which, strangely enough, rise and fall in rhythm. There are also a series of arrows which indicate the way out.

Tarzan reminds me more of *Jet Set Willy* and *Donkey Kong* than the arcade original and it is, in fact, quite a good platform game. But this kind of thing is rapidly becoming old hat and

GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7



GAME: COPTER CAPERS
MACHINE: BBC B
CONTROL: KEYS
FROM: A&F SOFTWARE, £6.90

Your mission is to rescue the survivors from a fishing boat that broke up in heavy seas. Little did you expect a sudden increase in turbulence to somehow transport you to another time.

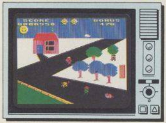
Never mind the story line, let me describe the actual game itself. The tape loads preceded by detailed instructions. Your helicopter appears in the middle of the screen and down below there are the drowning people.

But wait, there are also submarines with swastikas and up in the sky there is an airship. Your effort to lift the people off the waters and to place them on firm ground is hampered by the surface-to-air missiles launched from the subs and the heat-seeking missiles from the airship.

However, the helicopter has obviously been transported back in time rather than forward since the weaponry of your helicopter is vastly superior to the weapons of the airship and the numerous subs put together.

For the first screen at least, it is almost too easy to blast the enemy into smithereens while at the same time rescuing

GRAPHICS	6
SOUND	7
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5



GAME: HI-BOUNCER
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: MIRRORSOFT, £6.95

As the friendly Mr Bounce you have to help your pals, who get themselves into lots of scrapes. You bounce and roll your way around the 3D town with the aid of the joystick or keys, carefully avoiding certain other Mr Men and several obstacles including birds, falling fruit and puddles.

In the first screen you have to land feet first on Mr Tall's scarf because he can't reach it. If that was all you had to do, then this game would be easy. Unfortunately, because Mr Silly is being very silly and walking backwards he doesn't see you, and, if he accidentally bumps into you, then you lose a life.

In the next level, you have to help Mr Lazy build his house. You do this by jumping onto one end of a see-saw which then sends a window frame flying into the house. This level gets quite hard as you still have to avoid Mr Silly and the puddles which start appearing.

The next screen has you helping Mr Bump who is having trouble knocking fruit off his trees. You have to jump up and catch the moving fruit but avoid the red and yellow ones. This is rather

GRAPHICS	8
SOUND	8
ORIGINALITY	8
LASTING INTEREST	5
OVERALL	6

GAME: SINBAD
MACHINE: BBC B
CONTROL: KEYS
FROM: VIRGIN, £7.95

You play the role of Sinbad the sailor in this fantasy game from Virgin. This time his quest is to convert his evil enemies to the peaceful way of life.

These baddies float through the air and with the aid of your flying carpet, you must convert them by touching them. But don't touch them twice as they still possess enough malice to knock you to the ground and drain your energy.

Once you've converted all of them without getting too battered in the process, you go on to a journey through an asteroid storm! You must control the carpet to avoid direct collisions with the asteroids that come hurtling towards you. When you manage to come out of this, the process is repeated with another type of enemy. The game ends when your energy goes down to zero.

The fast flicker-free multi-coloured graphics are very good. The way in which asteroids spinning on their own axes increase in size as they come hurtling towards you is especially impressive.

This game doesn't follow any standard *Pac-Zap-Invader* type theme and the instructions claim that there is a

GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	5

BBC owners already have a multitude of *Kong* derivatives to battle their way through.

Graphics are fairly good, though they do lack clarity and there is only limited animation. Control of your character is reasonable with a sensible choice of keys but it is easy to overshoot and successful play will rely on precision and patience.

If you have a penchant for this type of game then I have no doubt you will enjoy this. Alligata have obviously put a lot of thought into what makes an exciting platform game. I just long for something more original. However, until that day comes 'Unk mangana'.

Rob Patrick

PANEL POINTS

The sheer detail of the background graphics, the smooth and extraordinary animation make this game a joy to watch as well as to play.

Unfortunately, the detailed graphics mean that there are only four screens to complete but you will need to think hard under pressure as well as be nimble with your fingers to get through all of them. There is no pause facility to help you either!

Shingo Sugiura

I've got a sore throat and bruised chest because of this game – I had to do all the jungle sound effects myself! Apart from that it's a compelling game where every failure drives you on to have another try.

Being a platform game, it isn't very original, even for BBC owners now, but the challenge of completing the four extremely difficult screens keeps driving me back to the keyboard. **Bob Wade**

I'd have to give this a pretty high score for lasting interest, if the time it took me to get to the end of screen 1 is anything to go by. Not that this excellent platform game is by any means impossible; frustration and hope are finely balanced.

Peter Connor

the people, but as you rescue more, the battle becomes fiercer. Enemy aircraft arrive to complement the barrage of fire from the subs and airship.

As you progress, the game becomes a compulsive shoot-'em-up but the graphics are very simple Beeb standard and the sound is very unimaginative. The action is fixed to a single screen – if you try to go off the edge of the screen, the helicopter simply stops against an invisible barrier.

This game is pleasant enough and I'm sure many will enjoy playing it, but I felt that the single screen, the simple concept and the rather crude graphics left a lot to be desired. **Shingo Sugiura**

PANEL POINTS

A very rudimentary pick-'em-up-and-shoot-em'-down game. It's enjoyable enough on a very childish level, but I doubt that it will retain the interest of anyone over the age of 10 for more than a couple of hours. The helicopter moves quite smoothly and the very BBC-sounding sound effects are pretty good. Even better, they can be turned off.

Peter Connor

Though it features excellent sound, some very good graphics and smooth control this is just too simple to be a great game. Even the higher levels are relatively easy and despite the fact that the program is full of nice little touches like the bonus game, the music and the explosions, it has nothing else to make it stand out from the crowd. Which is a pity...

Rob Patrick

This game offers nothing new, which is a real shame because the presentation is great, especially the way the instructions scroll across the screen. The sound was about the best thing in the whole game, with very realistic effects.

I doubt if A&F will have much success with this one. **Simon Rogers**

difficult with a black and white TV.

The last screen has you helping Mr Snow who is melting in the hot sun. You have to jump up and catch a cloud with which you can shield the sorry snowman. Unfortunately, the clouds shift a bit, and the birds aren't exactly friendly either. Coupled with Mr Silly and other Mr Men it all makes this the most difficult screen.

The colour is superb and the animation is extra smooth – this is definitely a game to be seen on a colour telly. My only grouch is that though there are 32 screens they are all variations on the four described. So it doesn't really pose a long-term challenge. **Simon Rogers**

PANEL POINTS

Graphics are just as cute as in Mirrorsoft's previous games – very appealing to the tiny tots, but just a bit too twee for those over the age of six.

The game itself is rather similar. At the lower levels it's very easy indeed to spring over the other Mr Men, although the way they breed on higher levels makes the game a bit more compulsive.

The little ones will love it, but old timers will need gameplay that's a bit more demanding.

Peter Connor

There's one thing for sure about this game, it's very original.

The most striking feature is the sprite-like graphics and the detailed background scenery. The way in which the various Mr Men walk in front and behind objects is very impressive. The music is very good too. If you can bear the thought of asking for a Mr Men game at your local computer shop, it's worth having. **Shingo Sugiura**

If you like playing cute, colourful, non-violent games then *Hi-Bouncer* should suit you. If not, I recommend you steer well clear. Personally I didn't like it at all.

Rob Patrick

special surprise reward at the end of the journey.

Also, but more mundanely, the game comes with a trendy Virgin inlay card, but unfortunately none of this hides the fact that the game is only of average quality. In fact, because there are effectively only two different screens to master and the basic idea of the game is so simple, the game quickly becomes repetitive and boring.

Coupled with the blunder that neither the energy nor the score is shown on the screen when the game is being played, and there are no extra options such as sound on-off, freeze or quit, *Sinbad* can only be described as mediocre.

Shingo Sugiura

PANEL POINTS

If you've seen any of Virgin's latest offerings you'll know that, at last, they're going up in the world. *Sinbad* is a fairly good arcade style game and it bodes well for the future. Though the game's graphics are simple they are effective and the programmer has made nice use of the Beeb's sound facilities.

Rob Patrick

The cassette inlay promises you something 'refreshingly different' and, I suppose, *Sinbad* is at least original in parts. But it's also pretty boring. The first screen – turning the platforms purple – can be quite challenging, but it's not very interesting.

The second screen is not even original – dodging a meteor storm in space must be familiar to every games player. Not a game I'd want to return to very often.

Peter Connor

The game doesn't live up to its inlay. In fact I found it tedious in the extreme. For a start it had a very annoying tune.

This was a great pity because the idea behind the game is very good. The graphics aren't bad either.

Simon Rogers

GAME: GAMES CREATOR
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: MIRRORSOFT, £12.95

Bored with *Buck Rogers*? Depressed by *Defender*? Sick of *Star Wars*? You need something which is fun but also mentally stimulating. *Games Creator* satisfies both these requirements.

Games Creator lets you alter the graphics, sound and rules of the game supplied in the package. A comprehensive 28-page manual is supplied with it so that your creativity can be unleashed without the restriction of having to learn complex commands.

Eight sprites are available, the maximum for the '64 anyway. Each one may have several animations, meaning that a new sprite need not be defined if, for example, only a leg has to be moved to simulate walking.

A character definer is used to design the environment and again editing is done mainly by joystick on an 8x8 grid.

The other main feature is that characters can be in one of three states: STOP, GO or DIE so that if the player sprite hits a STOP character he will be obstructed, a GO character has no effect and a DIE character will bring his untimely death.

Sound is simple to implement. A tune, which may be played by one of five instruments, is composed in normal musical notation. Sound effects are easily altered.

Alien movement control is a dream. Using the joystick you can move the alien anywhere about the screen and on completion your path will be remembered to be used in the game. It's also possible to have aliens moving at random about the screen, useful if you're designing a shoot-'em-up.

Alien rules govern scoring and so on. Control of each rule is by selecting an option from a list.

The three games supplied are good and should provide you with enough practice to develop your own creation.

Fraser Marshall

GAME: TERRORIST
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: VIRGIN GAMES, £7.95

At the beginning of *Terrorist* you are shown a map of the town which you must protect. You have a few seconds to memorise the map and then you must retrace the roads and rivers on a blank screen. You lose points if you make a mistake.

From time to time there will be an attack on a building in the town, like the theatre or church. You must get in a helicopter and fly to its defence.

When you arrive, you will be shown the building which is under attack. Silhouettes of terrorists flit from place to place and you have to line up your gunsight to shoot them. You must finish them off quick, or you will lose some of your men.

The object of the game is to either shoot all the terrorists or complete your map before you run out of points, fuel or men.

The graphics are very simple: the map consists of only a few lines, the buildings are very basic line drawings, and the terrorists are definitely not mini masterpieces.

The time given for you to memorise the map is quite inadequate. You are unlikely to be given the same map twice since there are 8000 of them, and it is most unlikely that you will want to play *Terrorist* that much.

The terrorists flash on the screen in random places. You must line up your gunsight and shoot to kill. Since the gunsight moves extremely fast it only needs a tap on the joystick to send it halfway across the screen. This makes it almost impossible to fire accurately in the time allowed.

In the end I found that I could kill more terrorists by randomly waggling the joystick with my finger constantly on the fire button.

If you buy *Terrorist*, you'll probably throw your computer out the window with frustration! **Steven Filby**

GAME: TIME ZONE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: CHANNEL 8, £6.95

Time Zone, which is basically an offshoot of *Scramble*, starts in the year 1561 when the dreaded Terrilon start an attack on Earth. These aliens can travel through time and take any form they wish. The object of the game is to clear them from several time zones.

The Terrilon have got quite an imagination! In the first screen they take the form of what appear to be pterodactyls and flying volcanos. When you have blasted your way through that screen you're up against mutant pyramids and rockets. This is followed by killer castles, winged horses and almost indestructable arrows.

Next is probably the most amusing screen where you have to shoot down helicopters and UB40 forms above giant DHSS buildings.

Finally you are up against funny little space things. This is probably the most difficult screen, as the space things come from behind. Since you can't shoot behind you, it is almost impossible to avoid them.

Whatever form the Terrilon take, if they touch your craft, you lose a life.

The game has 20 levels, the first two of which are extremely easy. To get through the first few screens you just have to keep your finger on the fire button.

However, the game gets extremely fast after this, since every time you complete five screens you go up a level. You have a generous five lives, and an extra one every time you go up a level.

The graphics are reasonable but I can't comment on the music, as the advance review copy came without any – however the space sounds are good. The telex type message, which says that you are going to be warped to another sector, is a nice touch. **Steven Filby**

GAME: TRAFFIC
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: QUICKSILVA, £7.95

After turbo-loading, the program greets you with a pleasant title screen, showing a (typical?) British 'bobby' who winks every now and then. Also present is Big Ben and a red London bus. How quaint, I hear you say – but there is more...

Following the instructions on the cassette inlay, you enter the game proper, and are treated to another traditional scene: that of traffic quickly building up at junctions and forming a traffic-jam.

The part that you play in this common urban story is the role of traffic controller. Using your joystick (sorry – no keyboard bashers allowed here) it is possible to manipulate the various traffic lights in the town centre, thus allowing vehicles right of way.

'Ah, easy!' you say. But try it; for a start the vehicles move fast, and so build up a jam quickly. What is more, it takes a little time to get the lights to do just what you want.

Complete your task by surviving for a certain length of time, without letting too great a bottleneck of traffic to occur, and you are given another piece of town to patrol.

The graphics are clear, fairly detailed, and all movement is fast. The vehicles, despite being a little jerky at times, corner very well. On the other hand, the sound is not the greatest ever heard, if you can hear it at all!

Having said that, though, it must be made clear that *Traffic* is still quite a playable game, and challenging into the bargain. This is not least because of its originality.

The game is also a little overpriced, but worth paying for if you want a change from purely reflex games. All credit to Quicksilva for bringing down to Earth game. **Richard Patey**

PANEL POINTS

If only all software was as user-friendly as Mirrorsoft's *Games Creator*! I found that almost anything could be changed using the joystick.

I found the music section extremely good. Even though I can't tell the difference between a crochet and a semi-quaver, by copying sheet music I could produce almost any tune I wanted.

The instructions are concise and very clear. In no time at all I was producing games as unusual as 'Attack of the Bionic Brussels'.

Steven Filby

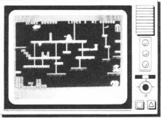
The term 'creator' is misused since you can only *modify* the three existing games. However, these are interesting, if unoriginal, games in their own right and can be improved using the methods provided.

Bob Wade

Games Creator does not require any programming experience on the part of the user. It is a very good package for those (like me!) who want to write their own games with the minimum of effort.

It is NOT possible to write games that will run independently of the *Creator*, so it is certainly not another *Scope* or *Quill*.

Richard Patey



● Bouncer is one of three built-in programs

No ratings for *Games Creator* because graphics, sound, originality and lasting interest depend on what you do with the program. Overall we think it's an excellent package. If you have a creative bent but not the ability to write your own games then this is the software for you.

PANEL POINTS

This is one of those games that is curiously unappealing for a reason that cannot easily be explained. The graphics are simple, perhaps too simple. The shoot-out scenes are all too similar, with little detail. Sound is limited.

Virgin have tried but, yet again, not quite made the grade. I quickly tired of it.

Simon Chapman

If you're a hardened megazapper forget this game. It is far too complicated to get started and after two minutes I felt like throwing my joystick through the TV.

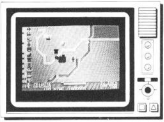
Most of the sounds are sirens and persistent bleepers which are supposed to simulate a state of emergency but all they did was get on my nerves. If you do not shoot the terrorists within a certain time, strangely enough, they blow up.

Virgin are capable of producing good games so why do they taint their reputation with software of this low quality. The only thing which terrorised me about this game was the price.

Fraser Marshall

One of my main gripes about *Terrorist* was that, at first, the game is incredibly confusing, seeming to be perfectly happy to be left to its own devices – or was it just me?

Jeremy Fisher



GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	5

PANEL POINTS

Hyper-zapping makes a comeback in this mixture of game ideas.

Scrambling along the scrolling route you encounter Minter-like aliens to blast into their next reincarnation.

There was nothing very original here, but plenty of frenzied action to keep you busy. All the attack waves take similar forms and some show a helpful death-wish by flying into your lazer.

It may not stimulate the mind much, but we all like some mindless alien massacre once in a while.

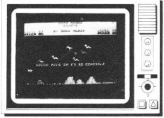
Bob Wade

Time Zone is a well developed and adequate game that, unfortunately, left me a little less than satisfied. Maybe this was because it obviously owed many things to Jeff Minter's *Revenge of the Mutant Camels* – the background stars and overall concept are similar.

For all its smooth animation and varied set of creatures, it is no more than a straight shoot-'em-up, with few frills at all. Even further levels bring only greater speed rather than different attackers.

Nevertheless, *Time Zone* is a nicely structured and mildly addictive game, despite poor keyboard control.

Richard Patey



GRAPHICS	6
SOUND	6
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6

PANEL POINTS

Now here's something different – one for trainee traffic wardens perhaps? Smooth graphics and well drawn buildings all watched over by a nicely depicted policeman who blinks realistically.

The stopping and starting of the cars is utterly convincing. After a while, the game becomes engrossing as you constantly have to scan the screen and act very quickly on what you see.

The sound was limited to the hum of engines and the changing of the traffic lights (what do you mean, 'traffic lights don't make a noise'?). I would have liked to have heard the horns of a few irate drivers.

If you fancy a spot of traffic duty, you could do a lot worse than flag down a copy of *Traffic*.

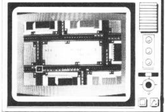
Jeremy Fisher

If you see this game in your local software store take a sharp left and head for the fast lane. The idea of directing traffic is a good one, but the screen layout is boring and playing the game is mindless at best.

Fraser Marshall

Boring, dreary, unimaginative – just a few words which come to my mind playing *Traffic*. To me, it's about as much fun as sitting in a real traffic jam.

Adrian Ogden



GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	6

GAME: CHILLER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: MASTERTRONIC, £1.99

This offering from Mastertronic bears more than a passing resemblance to Michael Jackson's epic video, Thriller.

To rescue your girlfriend from a haunted house you must leave your car which has broken down in the middle of a spooky forest many miles from the nearest AA station. Being a hero you decide to set off on foot through various blood-curdling screens, risking life and limb with every step you take.

There are five screens – the forest, the cinema, the ghetto, the graveyard and finally the haunted house. On each screen you have to collect magic crosses from all sorts of tricky locations, as in *Manic Miner*. Nevertheless, *Chiller* is different enough from that classic to provide many hours of enjoyment.

In the forest the crosses are distributed about the branches and on rope bridges. Your energy is sapped through confrontations with giant spiders, zombies and toadstools. Having collected all the crosses from the forest you move on to the cinema, in which more vile creatures attack you, this time in the aisles. Although I played for many hours I never managed to get beyond the cinema.

However, if you do get to the haunted house and rescue your girlfriend your problems have only just started. You now have to get back to the car which means another perilous journey through all five screens.

The graphics are not the greatest seen on the '64 but they are good, if slightly indistinct occasionally.

On the sound side, a rendition of the song Thriller is played, although it does differ slightly from the original in places, with the odd wrong note thrown in for the sake of copyright.

Buy this if you dare! **Fraser Marshall**

GAME: FALCON PATROL 2
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: VIRGIN, £7.95

There is barely a difference between this game and *Falcon Patrol 1*, a new landscape and helicopters in pursuit instead of aeroplanes, but essentially the same.

Your plane patrols the skies over a war-ravaged town in the Middle East (it's all too realistic, it looks like Beirut on a bad day). The radar screen at the bottom shows the approach of the enemy helicopters.

The choppers range from unarmed troop carriers to the very dangerous red gunships. Shooting down the 'copters and avoiding their fire or fatal collisions takes a fair bit of concentration.

It is a feature of the game that your jet will only change direction once it has decelerated sufficiently to allow a turn. So it's easy to get into a sweat swooping from side to side and up and down the screen, chasing the last few kills that will get you on to the next screen.

One major change in *Falcon Patrol 2* is that the joystick control allows you to fire diagonally downwards as well as straight ahead, a facility that really comes in handy when you've got swarms of helicopters to destroy.

Meanwhile, as the seconds tick by, you'll find you're rapidly running out of vital fuel. You've then got the tricky problem of slowing down over one of your land bases, swinging round to face forwards so that you hover, and then landing on the base to take on missiles and refuel. This is extremely dangerous if there are any enemy aircraft left because they have a nasty habit of smashing into you just when you're totally vulnerable.

The various changes and additions don't disguise the fact that Virgin have re-styled an old but good game. This does suggest a certain lack of ideas and effort on Virgin's part. **Adrian Ogden**

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Poster Paster

If you thought putting posters all over a town would be a messy or tedious job, then take a look at this game.

As Bill Posters you have to paste up hoardings while protecting yourself, your posters and your glue from the Gnurds, Wazzocks and Drain Brains. This calls for a mixture of joystick dexterity and fast reactions.

On each screen you have a paste bucket, brush, ladder and a box of posters. Using these tools of your trade you must first get a sticker out of its box by positioning your hand over it and pressing fire. Then, by walking along the gutter, you can move the ladder to the appropriate place and climb up it.

At this stage the poster can still be moved a little before finally pressing fire to hang it. If you've got it right it drops into position and you can get the next part of the picture. Otherwise it will roll off and you'll have to start all over again.

Posters have to be placed so that a blue rim can be seen along the top and right hand side. Where there is no border it's either a matter of guesswork or sometimes you'll find the topmost rung on the ladder automatically puts you at the right height.

Precision hanging isn't your only problem though, different anti-poster pests will appear to try and touch you. If they succeed you die.

One variety of beast is a pair of waving hands, which if allowed to reach your box can mix up the order of your posters. This can be disastrous if you have eight rolls of paper to put up. You will be looking for the right ones all day.

Aquatic Wazzocks can be either help or hindrance since they dilute your paste. This is great if your glue has dried out and has gone solid but terrible if it gets so runny that your posters won't stick.

As you complete more hoardings the difficulty of the pictures and the number

PANEL POINTS

How do Taskset do it? ANOTHER totally original game hits the CBM 64 from their talented team. And they also prove that they have not lost their touch with graphics – every piece of animation is flicker-free and the streets are beautifully drawn. The posters are not bad either!

The continuous tunes will have you humming along, and the sound effects of many other games pale in comparison.

The 12 different screens it offers will take more than a little time to master; my best so far is only screen 7, but I'm sure a few more days play will see me through to at least . . . screen 8.

The game is quite addictive – if you want a change from ordinary gameplay, get stuck into *Poster Paster*.

Richard Patey

PCG doesn't just stand for Personal Computer Games, but Paste Consistency Gauge as well, so I wasn't too hurt when told my PCG was 'lumpy'!

I liked the game because it isn't just another shoot-'em-up type, but requires a little thought to position the posters. My only complaint is that they, and the ladder, are fiddly to get hold of.

Overall I found this game addictive, especially since Taskset are giving a prize to whoever solves the riddle on level 12 first.

Steven Filby

A good idea combined with good graphics and sound are the ingredients of a great game.

The movement of the characters, the barber's pole and the posters as they roll down are all superb. Another hit from Taskset.

Adrian Ogden

Something tells me that the idea for *Chiller* came from a certain world-wide best-selling album and pop video. Despite this (or because of this, pop fans will say) the game is very playable, and is definitely a decent addition to the bargain price range.

The animation of the boy (Michael?) is smooth, and the assorted creepies are also quite slick. The obvious theme-tune that plays throughout the game, is well rendered. Control by joystick or keyboard is fortunately not sluggish – instead of pulling my hair out, it just goes grey with the worry!

PANEL POINTS

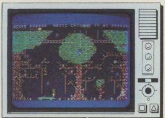
Although the gameplay is of an unoriginal type, *Chiller* still represents a challenge of a high standard. At this price a real must.

Richard Patey

Chiller is an interesting variation on the *Manic Miner* type game. I liked the idea of having energy instead of 'lives', since being reincarnated on the same spot, which occurs in most games, is not very realistic.

Unfortunately your character blends in well with the background, so it is hard to see him. But overall the graphics are excellent.

Steven Filby



GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	7

This, only slightly improved, version of an already successful Virgin game provides great shoot-'em-up action.

The inertia on the plane is excellent and chasing 'copters is very demanding on your joystick technique. Not the most original game in the world but plenty fast and furious enough to keep me blasting choppers from the skies.

Bob Wade

Definitely not a sequel, more another version! More graphics detail needed on the helicopters but the landscape is drawn with great care and the burnt-out buildings and pyramids scroll with

PANEL POINTS

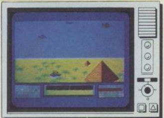
amazing smoothness beneath your VTOL jet.

However, if people have the original *FP1*, why should they get this version? If you didn't get *FP1*, buy this, it'll blow your socks off!

Simon Chapman

I found *Falcon Patrol 2* a fast, and addictive, game. The VTOL jet moves very realistically, not turning in a split second like the aircraft in some games do. It is small things like this – often overlooked in computer games – that make this game so satisfying.

Steven Filby



GRAPHICS	7
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	7

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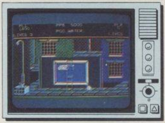
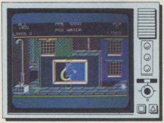
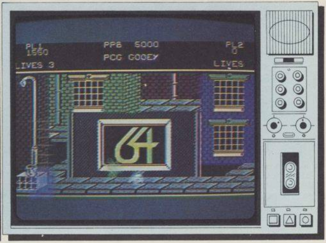




Hanging the poster can be a tricky job



Completing the poster takes you on to the next screen automatically

of menaces marauding the pavement increases. All of these can be dealt with by a deft flick of the paste brush sending a glob of glue smacking into the monster's mush.

I found it a very novel game which after initial playability doubts became completely absorbing.

Bob Wade

GAME: POSTER PASTER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: TASKSET, £6.90 C, £9.99 D

GRAPHICS	8
SOUND	7
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	9

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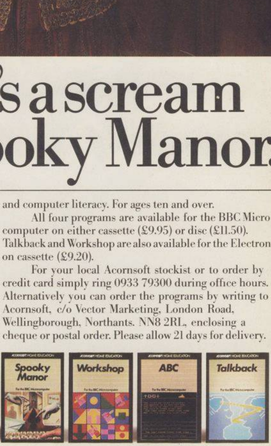

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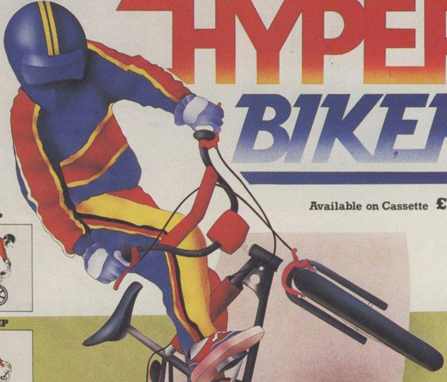

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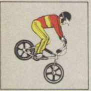

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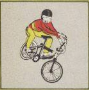

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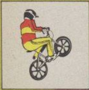

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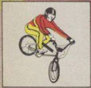

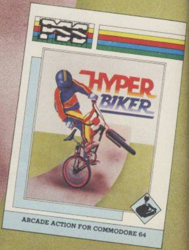

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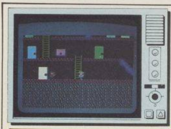


GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7

GAME: GUMSHOE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: A&F, £7.90

A&F hit the jackpot with their last game, *Chuckie Egg*, which became a best-seller on a number of different machines. Have they done it again with *Gumshoe?*

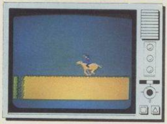
Using your joystick (there's no keyboard option, which is a pity) you must explore a house and find a young lady who's been kidnapped by baddies. Once you've found her you move on to the next level.

The screen is divided into floors joined by escalators, which occasionally change direction, ladders, and lifts which travel up and down stopping at each floor. The display scrolls appropriately as you move about.

You can also jump down laundry chutes, which take you down several floors, or through trap doors, which simply get you to the floor below.

There are 10 different 'houses', each approximately 15 screens in size. There isn't a lot of variety – it's the layout rather than the contents that change.

The different floors are crowded with trigger-happy hoodlums. You can either shoot them or, if you're lucky, bump into them. This sets off a nice fight



GRAPHICS	9
SOUND	4
ORIGINALITY	9
LASTING INTEREST	5
OVERALL	7

GAME: BLACK KNIGHT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERDISC, £9.95

This month marks a new phase in the development of computer games: large-scale animation. The detailed movement of the Black Knight has to be seen to be believed.

This character stands about a quarter of the screen in height and is made up of no less than nine different sprites. Each of the different movements he's capable of involves him moving through a number of 'frames' – the effect is stunning!

The actual game, I can't make up my mind about. Taking the role of the knight you have to run a very challenging obstacle course across a series of 20 or more screens.

First, mounted on a brilliantly-animated horse, you gallop across a scrolling landscape. Gaping pits and chasms appear in your path which you must leap. At the same time meteorites descend from the skies and must be avoided. You can speed up, slow down or jump.

In the next stage, you dismount and continue on foot. This time the terrain has become decidedly unstable, and you have only a few moments in each screen before the earth gives way under your

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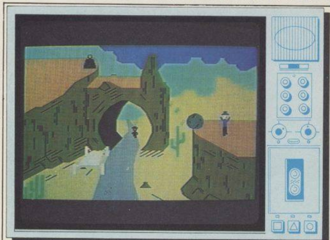
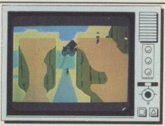


● Beat the bandit by bouncing to boulder dash

GAME: CLIFF HANGER
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: NEW GENERATION, £7.95

GRAPHICS	8
SOUND	6
ORIGINALITY	10
LASTING INTEREST	8
OVERALL	9



● Zany action and humour

Cliff Hanger

This one's really going to have you on the edge of your seat. Can you, clean-cut Cliff Hanger, put paid to two-gun-totin' El Bandito? Can you even figure out how to do it?

Cliff Hanger is the first of what may be a new breed of game – the arcade cartoon. You find yourself in one of three locations with certain tasks to perform but the action proceeds in hilarious cartoon style.

Our hero finds himself on a cliff. Out of the distance, down the dusty desert road, the hairy bandito comes, guns blazing. When he disappears in the dip of the road before coming into murdersequence with a couple of 'ZAPS' and 'POWS'. Be warned, you usually lose. If you win, you're charged $150 for medical fees.

Money is an important part of the scoring system. You get cash for each hoodlum you kill, and a special bonus for finding the girl. But it gets spent on ammunition and medical fees.

It hardly seems fair to compare any game with *Chuckie Egg* – *Gumshoe* is still an enjoyable romp, even if it doesn't quite have the edge on its predecessor. It doesn't have anything outstandingly original to offer, but it has a sense of humour and is very playable.

Steve Cooke

PANEL POINTS

The idea was very attractive – but it didn't quite have enough gameplay to make it gripping. It certainly doesn't rival *Chuckie Egg* for addictiveness.

Gumshoe himself moved very nicely. There's a certain pleasure in ducking the baddies' bullets and it feels real good when you duff one up in hand-to-hand combat. But you just keep on going up and down, shooting and dodging until you find the kidnapped heiress.

Peter Connor

What made the game for me was the sadistic grin which Gumshoe wore whenever he killed a gangster.

The gangsters die very realistically, clutching their stomachs, bending over and finally falling. And I loved the way Gumshoe kept on firing even when plunging to his own death.

Fraser Marshall

An itchy trigger finger is very handy in *Gumshoe* since in a good game you can put away over a hundred kidnappers.

Great fun, especially the fist fights where you really get to grips with your adversary.

The game concept is simple but captivating.

Bob Wade

feet. You also encounter a snake, whose head you must hack off with your sword (very satisfying), and a crocodile which you must use as a stepping stone.

Later hazards include a kind of lift from which you must leap at exactly the right second, a waterfall and a maze.

The last challenge is a sword fight with a hideous-looking goblin, dead hard to beat, even on the easy level.

The problem is your control of the character is limited to relatively few moments of decisive joystick movement. Timing is horribly crucial.

One thing is for sure. This game takes computer graphics a long way.

Chris Anderson

PANEL POINTS

This was a great disappointment after the initial excitement of seeing the marvellously animated hero – after you're marvelled, what can you do?

Not a lot really. You canter along on your horse, shoving the joystick to jump and finding it not very responsive. It's not very responsive anywhere else either, and this left me feeling pretty frustrated throughout the game.

There just isn't enough to do to retain your interest.

While the animation of the Black Knight himself is impressive, the rest of the graphics are exceptionally dull. The game points the way to an exciting future, but it didn't thrill me in the here-and-now.

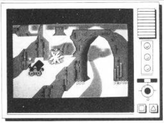
Peter Connor

I sat stunned as the animation rolled by in true *Dragon's Lair* style and managed a hoarse 'wow' in answer to the question 'well what do you think of it?'

Playing the game, though, has the same problems and only the occasional tap of the joystick to keep you interested.

Despite this, I found it addictive. Undoubtedly this is a real mould breaker but one which will need to be improved upon.

Bob Wade



● Cartoon-style action in this amazing game

ing distance, what do you do with the rocks, see-saws, canons, boomerangs or anvils that might by lying around?

To give you some help, each of the game's screens has a title, which gives a clue to the action. 'The Cannon' is fairly straightforward on the easiest of the three levels – just light it and watch the cannonball flatten the baddy.

But here Cliff encounters another of the game's difficulties: timing your moves correctly is essential. At the lowest level Cliff lives to fight another day if he misses, but later on the punishment for failure can be savage.

'The See-saw' on the lowest level is easy to figure out. But what do you do on 'The See-saw's Revenge'? I'm not going to tell you. And as for 'Confused You Will Be', featuring a see-saw and a trampoline...well, only players with an IQ over 250 need apply.

Although the number of objects in *Cliff Hanger* is quite limited they are combined in such ingenious and fiendish ways that the game does not become at all repetitive.

Added to this, the graphics and animation are excellent and the game has wonderful comic touches which will see you through your many failures.

Peter Connor

PANEL POINTS

Why didn't anyone think of this before? Building zany cartoon-style action into a game is a brilliant idea and this one kept me chuckling for ages.

There are dozens of delightful touches. If you move off the edge of the cliff, you just keep walking on thin air, then suddenly look down and...Crash! A man-shaped hole is left in the ground. Or you throw a boomerang at the bandit, miss, and...Slice! It zooms back round taking your own head off. It's great!

Some of the ways of nobbling the bandit are amazingly complex. But even once you've 'solved' the 50 screens, you'll still want to play because the timing presents a challenge, and anyway – it's such a good laugh!

Chris Anderson

What I liked most about this game, was good old Cliff Hanger, your resident hero. This little guy either manages to look totally confused or manically suicidal when failing to kill his opponent. In fact the way that both characters act as if in a cartoon is superb.

I must admit, I barely ever killed the bandit, but it was fun just working out how to do each screen and then remembering how to do it, since some of them are pretty fatal to both parties.

Samantha Hemens

All my dreams have come true, I can now drop rocks and one-ton weights on my worst enemies and even chop their heads off with a boomerang.

Every success brings a great feeling of satisfaction as your character hops up and down in delight. This satisfaction is partly because it's so difficult trying to move around and time your attacks.

Bob Wade

COMMODORE 64 • MEMOTE

GAME: TACHYON FIGHTER
MACHINE: MEMOTECH MTX 500
CONTROL: JOYSTICK
FROM: MEMOTECH, £6.95

With software like this it's a shame the Memotech isn't a more popular machine because this is a high quality program based on *Buck Rogers and the Planet of Zoom.*

The game has you skimming low over a planet surface which scrolls towards you in 3D. Each stage of your journey presents you with a new alien threat and a time limit to deal with it.

The first stage gives you six gates to pass through and once this is achieved eight aliens will start bouncing down the screen towards you to be blasted.

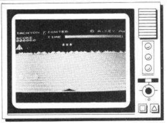
If you survive this you move to a roadway with the occasional bridge over it and a new type of craft which hangs in the distance and then zooms towards you. Next up is a tunnel with fighters zipping down it. Both these stages are easy to survive though if you just maintain position in the centre of the screen and keep firing.

The following section is a different matter with a changing perspective and some very mean alien ships doing their utmost to turn you into tunnel pebble-dashing.

The backgrounds and tunnels are certainly colourful but there are one or two nasty clashes and character overlaps. Your ship has a limited ability to change height but this is only over a small area of the bottom of the screen and the craft always maintains the same flight attitude.

There were one or two slight niggles about the game because it is hard to judge your firing position accurately and too much of the action is left to chance rather than skill. These don't spoil the game though and it will be a welcome addition to any Memotech owner's spartan collection.

Bob Wade



GRAPHICS	6
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	7

PANEL POINTS

Just about the best shoot-'em-up I've seen on the Memotech. The 3D effects are very good, although I found the purple and blue lines on the first screen a trifle wearing on the eyes.

Later screens are progressively more difficult. Things got tough for me down in the trench – whatever those aliens are they're pretty elusive.

Although this game is obviously just a *Buck Rogers* clone, it gave me some good old-fashioned 3D fun. **Peter Connor**

What I found particularly annoying throughout this game was the fact that you couldn't judge how near to the ground the nasties were. This wouldn't have been too bad if you didn't have to kill them or blast them out of your way, but after missing a couple and then being destroyed twice, I began to get the feeling it wasn't my day.

All the screens are very colourful, but the problem with this is that once I'd adjusted my eyes to it, I spent five minutes staggering blind around the office before normality returned.

Despite this the game was good fun to play with great sound effects.

Samantha Hemens

GAME: MR ROBOT AND HIS ROBOT FACTORY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: BEYOND, £8.95 CASS, £11.95 DISK

This is a platform game where you, controlling Mr Robot, must collect all the dots along different levels, negotiating trampolines, short-fused dynamite, ladders, escalators, poles, magnets and lots of similar devices.

Along the way you have to avoid the robot-hating 'alienfires' which can only be destroyed if you have picked up an energizer token.

In a way the game is a cross between *Donkey Kong* and *Pac-Man*, with the platforms and fireballs of the former, and the power-pill guzzling of the latter. There are 22 screens for you to bounce, climb, jump and laugh through and you can choose which one to begin on. So far, so unremarkable.

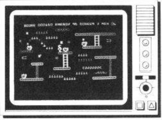
What makes *Mr Robot* stand out from the crowd is the ingenious Robot Factory of the title. This is simple to use and allows you to design your own screens. Switch to this function and you can assemble the programmed components in a layout of your choice, creating any level of game, from the mindlessly easy to the nigh impossible.

In the tape version of the game, the factory does not allow you to save your finished screens, nor mix it with others. You are also limited to the one screen of your own.

Games players who still haven't had their fill of platforms should find some intriguing challenges here, and should be satisfied by the cartoon-style graphics. The sound is kept to a minimum with no tunes. There is a switch off facility but it's not really worth the trouble.

Whether you decide to buy it is up to you of course, but it is an entertaining, well thought out and fun cassette incorporating a unique customising feature which will hopefully make other software houses take notice.

Simon Chapman



GRAPHICS	6
SOUND	4
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	7

PANEL POINTS

What made this game so addictive wasn't just the terrific 22 screens of platform jumping, but also the ability to create your own designs.

I really appreciated the ability to switch between screens, since I couldn't complete most of them, and made up some nice easy layouts of my own.

This game will be perfect for masochists because they can make things as diabolical as they like. **Bob Wade**

Control of the game is a little thoughtless since there is no keyboard option. And what about the sound? A beep here or there hardly satisfies a hardened arcade addict, eh?

On the other hand, the feature for designing your own screens is excellent. It is very simple (even the cat could use it!) and well implemented. **Richard Patey**

The screens are very imaginative. I especially liked the trampolines and, best of all, the option of putting them all together in your own screen.

The graphics were good, the robot being well animated. Hi-res rather than multi-colour sprites allowing greater detail.

Jeremy Fisher

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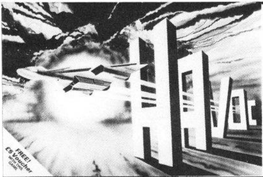

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GAME: SPACE ACE 2101
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OZI SOFT, £7.95

Space Ace 2101 borders on being an arcade-adventure. The basic idea of the game is to fly around the Mhiyken system in your spacecraft, shooting down every alien you can find.

However, there is more – as in adventure games, you are given money and opportunities to spend it on necessities. At space ports it is even possible to pick up passengers. If you take them to their destination, you will receive a reward. In fact, a lot of things in this game rely on money. Fuel, for example, is always first priority on your shopping list. Not only that, but every alien that you destroy earns you a little more credit.

The really meaty bits of the game occur with the arrival of Zadron bombs and tractor beams, but you need quite a lot of cash for those! By far the most interesting part of the play is finding the alien production line, guarded by an impregnable shield and 'code locked star-gates'. Destroy these with an X-ray Zadron bomb, and you'll never want for money again. Or at least I hope you won't – I haven't got that far yet, but it is tantalisingly near!

The planetary and inter-planetary graphics are nothing special, but the animation is not too jerky and serves its purpose.

Sound effects are pretty awful, and encouraged my cat to sing along! Fortunately, there is a redeeming feature; games can be loaded or saved onto tape, just like a normal adventure.

To play the game, not only is a joystick necessary, but you will have to reach towards the keyboard and press certain keys whenever options are displayed.

In conclusion, *Space Ace 2101* is not the greatest game you will ever play... but the idea is good. Could be ideal for a *Defender*-less afternoon.

Richard Patey

GAME: HIGH NOON
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OCEAN, £7.90

In this Wild West shoot-out you face odds that make John Wayne's efforts in 'Rio Bravo' look like a walk in the park.

The meanest gang west of the Pecos is about to hit town, aiming to rob the Bank and carry off the saloon girls from Saucy Sue's. Like a mad fool – sorry – a real tough hombre, you walk out onto Main Street, never wondering why the only man left in town is the undertaker. A man's gotta do what a man's gotta do.

You don't have to wait long, all of a sudden the street is swarming with bandits and you open up with your six-shooter littering the street with dead outlaws.

The undertaker, Riga Mortis, drags off the corpses, which is a nice touch.

At the end of each wave of baddies you have a shoot-out with a single outlaw. As soon as you see him draw his gun you must press fire to kill him, or else you'll get a bellyful of bullets.

The game consists of two screens, one shows Saucy Sue's Saloon and the Bank, the other is the gang's hideout – a cave. You get onto the latter screen after you have finished off the fourth wave. The graphics are very realistic, especially the galloping horses.

The music is good since it is just the sort of tune you expect to be drifting out of Saucy Sue's Saloon, but I have my doubts whether it would have been computer generated in those days!

The game has 'Novaload' so you have a picture and some music while you wait for it to load. It also tells you the number of blocks left to load, so you realise you won't have to wait forever!

Although the game is basically a shoot-'em-up, some skill does come into it, since you can hide in the saloon for safety. Also, the outlaws will not shoot if one of their pals might be hit.

The outlaws, horses, dynamite and fast bullets should keep you entertained for a long time.

Steven Filby

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Lazy Jones

Ever fancied yourself as a cleaner in a hotel? No? Well how about a hotel full of video games?! Such is the job held by Jones, who will do everything he can to avoid working.

Jones' hotel consists of three floors, six rooms on each, the screen scrolling to show them all. Apart from a lavatory and a couple of broom cupboards, every room contains its own video game, although they are all fairly simple.

Jones' ambition in life is to play video games and do as little work as possible. He must tour the hotel, via a lift and visit all the rooms. Surviving all the games takes him onto the next, harder level.

Jones must be careful to avoid the manager of the hotel, ghosts of previous managers, and cleaning trolleys, contact with which gives Jones a heart attack at the thought of work! Not a nice way to go.

The games themselves include various shoot-'em-ups, a simple *Breakout*, a couple of manoeuvring games (an accurate joystick is helpful), and a version of the classic 'snake' game, amongst others.

There's also a ladders and platforms number called Eggie Chuck, and a romantic item called 99 Red Balloons in which you have to make your way back and forth to two pretty girls, giving each a kiss!

Each game has a time limit, and you can't go back to it again until you've played all the others. This stops you getting bored with any one game, and since the points from each are added to your overall score, you really have to demonstrate your talents as an all-rounder to do well.

Jones is nicely animated, walking complete with footsteps. On entering a room containing a game, he clumps over to a joystick and the game is displayed on a screen about a third of the size of

Lazy Jones is like most computer games players, too busy playing with computer games to do any work!

This game is great. Why go out and buy a version of *Scramble*, *Space Invaders* or *Breakout* when you get many versions of these games all on *Lazy Jones*. And not only that, it has entirely original games as well. I particularly liked '99 Red Balloons'.

I found the music very boring though, as it keeps playing the same short bursts over and over again. **Steven Filby**

Lazy Jones is one of the most refreshingly fun games I have ever played. For a start the concept is good; any of the hotel's many rooms can be accessed easily, all it needs is a bit of careful manoeuvring. Also, the mini-arcade games are not too frenetic and often have beautiful small-screen graphics.

PANEL POINTS

The tunes played complement the game and set the perfect pace for movement. The sound effects too are interesting. Lazy Jones himself is quite a well-drawn character and moves quickly when necessary.

All this makes a great improvement over some of Terminal's previous releases, and an overall 'jump' (aargh!) in multi-screen games. **Richard Patey**

There's something incredibly appealing about this one. None of the 15 mini games which Jones plays would stand up very well by itself. But here the game is cleverly structured so that you only get one shot at each mini game – you're not given time to get bored!

I found the graphics appealing, the music catchy. Great game.

Chris Anderson

PANEL POINTS

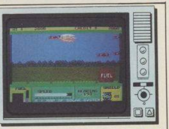
The instructions to *Space Ace 2101* are not very clear. Fortunately a helpful Quick Guide is included, but I still found the game a little confusing at first. It is like playing three games at once; *Scramble*, an outer space shoot out, and space trader. Once I began to get the hang of which keys to use it became easier.

I like the flying through outer space part of the game best. The graphics are far from spectacular, but adequate.

In my opinion this game is much too frustrating and complicated to be popular. You must be prepared to persevere if you are to enjoy it. **Steven Filby**

I quite liked this game, it has arcade parts such as the *Defender* type scene on the surface of each planet but it also has the complexity of a space adventure such as *Star Trek*.

Even on the easiest of the eight levels of play, I couldn't land at another planet. I reckon, all in all, it is a tactical but hard game with lots of different sequences to keep your interest. **Simon Chapman**



GRAPHICS	5
SOUND	3
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5

PANEL POINTS

Boy, I sure shot them varmints full of lead! Saucy Sue and her gals can sleep easy and ol' Riga Mortis is gettin' to be a rich man round here.

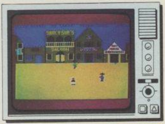
Yup! *High Noon* struck me as being a very professional package with enjoyable tunes and pleasant graphics. At first sight the movement seems too slow to be challenging, but later screens dispel that impression. Those bandits with dynamite move pretty quickly! **Richard Patey**

More than anything this game is entertaining. The movement is poor and the graphics not brilliant, but the idea and the sound make up for that. Sadly, although the first few games were good, it then began to pall. **Adrian Ogden**

The blurb says 'Shoot first... ask questions later!' – sound advice because the action is fast and the bad guys aren't taking prisoners.

The graphics are clear, bright and a good selection of colours are used. A bit of scrolling could have livened things up a bit, though. Another game from Ocean reinforcing their position as a top software house.

Fraser Marshall



GRAPHICS	8
SOUND	8
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	8

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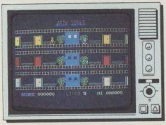
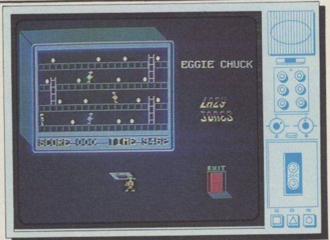


● 99 Red Balloons (top) and Eggie Chuck



● Lazy Jones' hotel, 12 of the 18 doors are visible

the normal screen. The graphics in the games were adequate with some nice scrolling.

The simplicity of the games may reduce the overall challenge, but *Lazy Jones* is a hit for its sense of fun and value for money. **Jeremy Fisher**

GAME: LAZY JONES
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: TERMINAL, £7.95

GRAPHICS	7
SOUND	7
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

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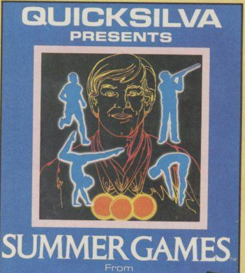
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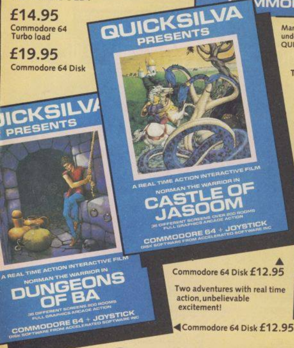
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Boulder Dash – 100% addiction

'Physics is Fun' was the title of my textbook at school, but I never believed it. Until I met *Boulder Dash*, and the mysteries of gravity were revealed to me in all their resplendent glory.

This game is so addictive that if it were sold on the streets angry parents would petition Parliament to have it banned. Work ceased in the PCG offices while hacks queued up to get their dose of frantic gameplay. Busy reviewers dropped everything to devote themselves to cracking just one of *Boulder Dash*'s 16 different stages. Hours later they were dragged away from the screen, weeping from the frustration of failure.

Looking at a screen shot you might wonder what all this fuss is about. Looks a bit like *Dig Dug*, with lots more boulders. And the object of the game is similar – dig away and collect the jewels from a series of caves.

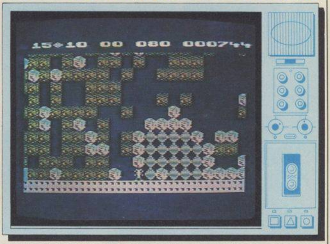
But the execution of the game and its variety make it infinitely more enjoyable and thrilling.

For a start, there are all those rocks. They behave in what, at first, seem very strange ways and deaths come thick and fast. But soon Rockford – the cute little figure you guide – figures out what's happening. If he removes the ground from under a pile of rocks, then they're going to come tumbling down.

Rockford, his foot tapping impatiently when he's waiting, zips around the screen with great agility. He needs to be quick to stay alive: he can support a pile of boulders, but as soon as he moves they fall and he's got to clear out pronto.

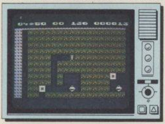
All the caves are the size of several screens and are viewed through a smooth-scrolling 'window'. In each cave Rockford has to collect a certain number of diamonds, at which point a secret door is revealed and he can exit to the next cave.

One excellent point is that you can

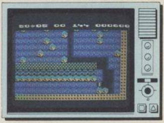


● Screen G – an amoeba has been trapped and turned to diamonds

GAME: BOULDER DASH	
MACHINE: COMMODORE 64	
CONTROL: JOYSTICK	
FROM: STATESOFT, £8.95, £10.95 D	
GRAPHICS	7
SOUND	8
ORIGINALITY	10
LASTING INTEREST	10
OVERALL	10



● Screen E – you've released the firefly, now pick up the diamond

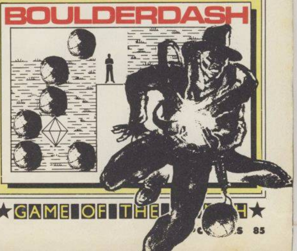


● Screen M – release the butterflies by tunnelling under the boulders

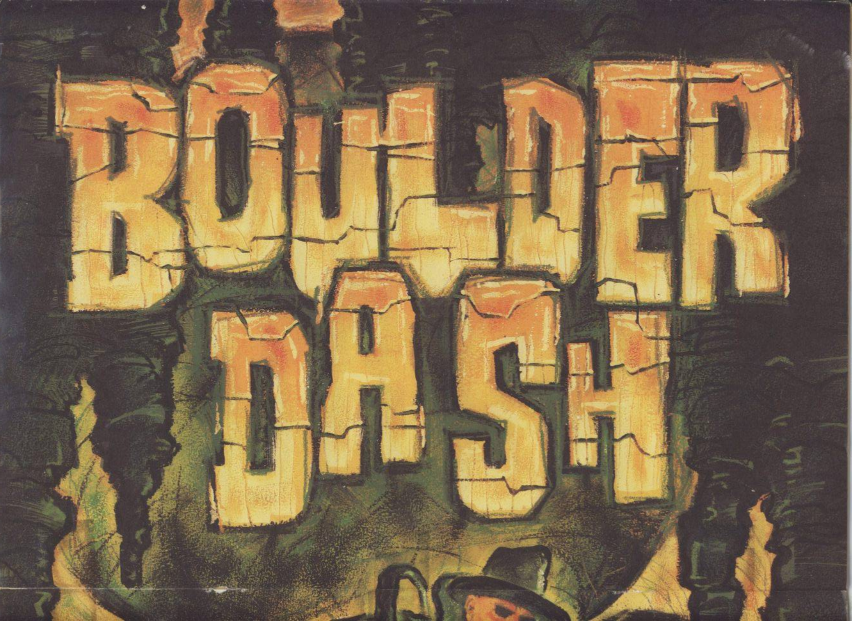
Try this puzzle

Here's a typical situation that might arise in *Boulder Dash*. Can you get the jewel without getting yourself trapped or crushed? In the real game you'd only have a moment to think about it. But try working this one out before turning to page 88. Remember:

- **If Rockford moves (digs) into a space containing earth, the earth disappears and will no longer support boulders.**
- **A boulder will not fall, so long as Rockford is still standing under it, but when he moves out, it falls into the space.**
- **A boulder standing on another boulder or on a wall, will topple off if the space diagonally below it is cleared.**
- **Rockford can push a single boulder horizontally, provided there is space the other side.**
- **If Rockford is hit by a falling boulder he dies.**



★ GAME OF THE MONTH ★ GAME OF THE


BOULDER
DASH

Personal Computer GAMES

GAME OF THE MONTH

DECEMBER 1984

begin with any of four different caves – this allows you to see a lot more of the game a lot sooner!

The first of the 16 caves is the easiest – but still difficult enough to get you hooked. Here you have the leisure to experiment and get the feel of *Boulder Dash*'s physics – usually a rock on your head.

Cave B is a little more sophisticated. The diamonds are in rooms and Rockford has to move boulders to get at each one.

Cave C is the first of the fiendishly difficult screens. Rockford is in a maze. Lots of boulders, lots of little walls, lots of diamonds. He has to get all the diamonds to exit and now he realises how important the time limit is.

Further screens introduce deadlier opponents than the boulders – fireflies and butterflies. The fireflies guard jewels and are extremely vicious, giving Rockford little chance to escape. Fortunately, they are also pretty stupid and Rockford can generally work out a plan to bamboozle them.

Cave E (see screen-shot) is a good example of how to dupe a firefly. Each of the eight diamonds is in a room and guarded by a buzzing firefly.

You must tunnel along to the first room and break in when the firefly is at the far side. Retreat, move up, and enter the room from above to get the diamond. The firefly will have followed you, but you have a head start and should be able to get diamonds from the top four rooms and make it to the exit without being caught.

On other screens, such as Apocalypse (cave M), you will work out what to do, but have great difficulty doing it. Here two walls of boulders at the bottom of the screen enclose a swarm of butterflies. At the top of the screen is the amoeba, a throbbing green mass which expands remorselessly.

Rockford's task is to release the butterflies so that they come into contact with the amoeba and explode, turning into jewels to be gathered.

To do this he must tunnel down from the amoeba, taking care not to block the path with falling rocks, and reach a position just to the bottom right of the row of boulders guarding the butterflies. To release them, go hard left, allowing the boulders to drop down. The butterflies will now follow the same path he took and make for the amoeba, where their transformation will take place.

When you consider that *Boulder Dash* has 16 stages, most of them as fiendish as the one just described, and five difficulty levels, you'll understand why it's our Game of the Month.

The graphics, despite being slick and smooth, are not going to win any prizes, but the sound is pleasant with the diamonds twinkling nicely as they fall and the boulders making horrific crashes.

Anyway graphics are not what this game is about. Absolutely compulsive gameplay is what lifts *Boulder Dash* to awesome heights.

I defy anyone to play it without becoming hopelessly addicted.

Peter Connor

PANEL POINTS

Sensational. More than any other game this year, it forces you irresistibly back to the keyboard.

Somehow the American programmer Chris Gray has discovered a new combination of features which, added together, produce absolutely outstanding game-play.

Even without the amoeba, fireflies and butterflies, the game would be great, but with these included it's also incredibly exciting. Trying to block the amoeba or outwit the fireflies inside the time-limit will set your heart pounding.

Chris Anderson

The thing I like most is that it is not just mindless running about. In order to retrieve all the jewels you have to think carefully which route to take, otherwise you'll be trapped.

The graphics are fairly simple – each screen is predominantly one colour, but the scrolling is superb, not a jitter or flicker to be seen anywhere.

Fraser Marshall

I was impressed by the animation of Rockford, blinking realistically and, if left unmoved for a few seconds, folding his arms and impatiently tapping his foot!

Jeremy Fisher

This game is a new classic in the class of *Q*Bert*, *Kong*, and *Pac-Man*.

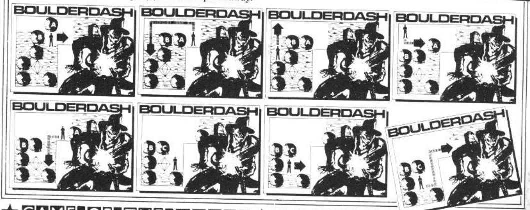
That may sound pretentious, but believe me, this game really does have something special. It's original, extremely challenging, and monstrously addictive.

I particularly liked the way the boulders pounded down on top of each other, and the gentle tinkling sound that meant there were unimaginable riches there just for the taking.

Steve Cooke

How to get that jewel

Starting from diagram 1, Rockford moves left, digging out the earth under boulder A (2). If he were now to move down, boulder A would fall and crush him. So instead he moves right (3) and then back over the top to dig down the left side (4). Moving out of the gap causes boulder B to topple into the empty space (5). Rockford can now push boulder A out of the way (6) and then dig down next to the diamond (7). Which can safely be collected (8). The task is complete – Rockford can safely move right (9) and then up and away.



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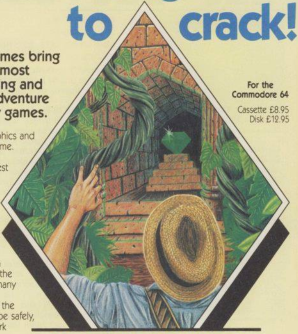

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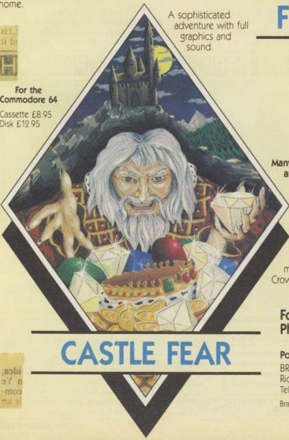
FLAME ISLAND



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CASTLE FEAR

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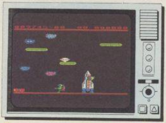


GRAPHICS	7
SOUND	6
ORIGINALITY	–
LASTING INTEREST	7
OVERALL	7

GAME: JET PAC
MACHINE: BBC 'B'
CONTROL: KEYS, JOYSTICK
FROM: ULTIMATE, £7.95

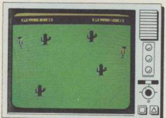
It's here! The classic shoot-'em-up from Ultimate is now available to soothe the itching fingers of trigger-happy Beeb owners.

There are 16 levels to the game, each with the same screen layout, but with different aliens to blast away at. You control a little figure who can either walk along the bottom of the screen or else take off with the aid of his jet-pack. The only other features of the screen are 3 small platforms suspended in space.

At the beginning of the game you must assemble your rocket from 3 component parts, fill it with fuel, and blast off to confront the next attack wave. Meteors zip in from either side, but you can dodge them, blast them, or take refuge in the top-right-hand corner if you need a rest.

As soon as you've got a full tank you enter your rocket and take off for the next screen. On subsequent screens you simply refuel your rocket before moving on. Not an easy task, since those pesky aliens are constantly zooming, wriggling or bouncing in from side to side. You lose a life if you bump into an alien, but your laser has unlimited fire power.

Extra points are gained by picking up the occasional treasure as it falls from



GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	4

GAME: GUNSLINGER
MACHINE: VIC 20 + 16K
CONTROL: JOYSTICK, KEYS
FROM: OMEGA, £1.99

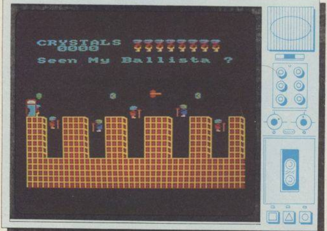
Gunslinger is a version of the gunfight arcade game, *Boot Hill*, where two desperados face off across a dirt street in a one-horse town in the Wild West. With only cacti and the occasional passing stagecoach for cover, the players zip up and down the screen, guns blazing.

The game is very much a battle of wits, with victory going to the player who can blast away with accuracy while dodging all the lead flying from the other direction. You can play against the computer or a human opponent and as usual with such games, duelling with a friend is by far the more enjoyable option.

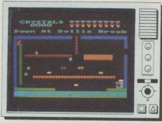
This is especially true in this game, where the computer is a murderously accurate shot, and you'll find you're getting through your five lives faster than they got through sheriffs in Dodge City. Each time you bite the dust two strong men carry a stretcher across the screen, pick you up and then remove you to the strains of the Death March.

This is a dull version of an old and mediocre arcade game with no original touches worth mentioning. The sound is dreadful and most people won't find it

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆



Traditionally silly scenario for Roland in Time



Colourful and clear graphics

Roland in Time

This seems to be just about the first original Amstrad game. Reliable sources say that it is also the first game Amsoft are proud of. Well, their previous efforts were nothing to be ashamed of – even if they were all conversions from other machines – but *Roland in Time* is certainly their best offering yet.

Not that it's a terribly original idea; *Roland* is yet another variant on Ye Olde Platforme Game. But every computer should have one, and this is an excellent example of the genre.

GAME: ROLAND IN TIME
MACHINE: AMSTRAD
CONTROL: JOYSTICK, KEYS
FROM: AMSOFT, £8.95

GRAPHICS	8
SOUND	6
ORIGINALITY	4
LASTING INTEREST	9
OVERALL	8

above. Objects are collected simply by passing over them. There's a two-player option and a sound-off control, which is lucky because the sound effects are pretty meaty.

My only reservation is that *Jet Pac* is now over a year old on the Spectrum, and no new features have been added to this latest version. In fact, I personally didn't think that the graphics were quite as good on the BBC as they were on the original. The sound, obviously, is a vast improvement.

Purists, however, will argue that the game is great as it is and, once that familiar display flashes onto the screen and the pace hots up, it's really rather hard to disagree. **Steve Cooke**

PANEL POINTS

Finally, Ultimate have started to extend the range of machines for which they produce games. *Jet Pac*, already a hit on the Vic 20 and Spectrum, is, at last, available for the BBC. Unfortunately, it's a bit of a disappointment.

Instead of the slick, clear graphics on the Spectrum game this has slightly blurred characters with wishy-washy colours. One consolation is the sound which is suitably noisy and spectacular. Like I said, a disappointment.

Rob Patrick

The nice thing about *Jet Pac* has always been its constructive element. Of course, you've got your mass slaughter – but you also have to assemble the rocket. It's a bit like playing Lego with one hand and strangling the cat with the other.

This BBC conversion is in my opinion as playable and compulsive as the Spectrum original.

Peter Connor

The graphics and the animation were disappointing, the sound was adequate and the title screen could have been vastly superior. But these niggles do not detract from what is an exceptionally addictive and classy shoot-'em-up.

Shingo Sugiura

appealing to hear the Death March for the umpteenth time ('because it was in the original'), instead they'll turn the sound down, or stuff their ears with cotton wool or whatever else is handy.

The graphics, too, are nothing to write home about and, taken with the poor sound effects, I'm left wondering why the programmer needed an expansion.

On the bright side, the game loads very quickly and the cowboys are equally nifty, scurrying up and down with great smoothness. People who found the arcade game addictive will get a kick out of it. Personally, I'm aiming my kick in a different direction...so look out Omega. **Adrian Ogden**

PANEL POINTS

Apparently, this game is licensed to Omega from Anirog, famous for their 16K Vic games. The game is recognisable with its typical Anirog graphics: large, chunky, colourful and also, alas, jerky. The tune was excellent, some of the best music I've heard on the Vic, but the Death March left something to be desired.

In one-player mode, the computer controlled cowboy was really too quick on the draw, making Butch Cassidy look like the Milky Bar Kid, and I frequently needed the attentions of the two stretcher bearers clad in black. **Jeremy Fisher**

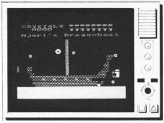
This has to be the first computer game to suffer an identity crisis. On the cover it's called *Gunslinger* but on the title screen, *High Noon*.

A bad omen you may think, and you'd be right. The graphics are great, the sound is respectable but with about 50 draws against the computer I only managed to win once and even that was a fluke.

Remember the game *Boot Hill*? All it did in the arcades was sit and collect dust and cigarette ash. Well, *Gunslinger* is based on the same idea.

Fraser Mashall

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•



● Lots of zany action

PANEL POINTS

This first original program for the Amstrad is a real winner. Not only is it large enough and tough enough to provide a challenge but it also looks, sounds and 'feels' great.

The fact that it is unoriginal from a game concept point of view is the only drawback and one which CPC 464 owners should ignore.

The delightfully designed screens vary enormously and have many clever ideas like hidden doorways and invisible walkways. It is full of surprises. Nice one Amsoft – this is the real thing.

Bob Wade

Doodley-doo, doodley-doo, do-doo... Strains of the Dr Who theme tune filter through my Amstrad speaker as I struggle with this game late into the night.

I particularly liked the graphics of this game – Gem have managed to squeeze the maximum number of colours onto the screen without allowing the characters to get too blocky. Playability was great too – not too difficult but challenging enough to hold your interest. **Steve Cooke**

Boy, it sure didn't take long for the Amstrad to come of age. As a platform game this rates very highly indeed – it's pretty, the different screens show considerable variety, and above all it has real depth.

The puzzles are just about the right standard of difficulty – hard enough to be challenging, but not so hard as to be totally frustrating. The game is also well structured – you don't have to solve all the screens in sequence, so the game can vary each time you play.

Just a few more releases like this, and Amstrad owners are set for an exciting 1985.

Chris Anderson

The scenario is traditionally silly. Roland has been stranded on Earth by the evil Maestro, and must find the 140 crystals which power his rocket. These are scattered throughout 53 locations in ten time zones. Roland can warp from zone to zone by stepping into a Tardis-like contraption. Fittingly, the theme tune is borrowed from the Dr Who television series.

The screens all have the wacky names and ideas that are now de rigueur in such games. Time zone 6 finds Roland trying to collect crystals from the Missile Silo, while zone 7 is called After the Holocaust and comes complete with whirling CND signs.

Ladders, lifts, water, deadly birds, rampaging soldiers: there are lots of obstacles for the chipper little Roland to overcome as he goes collecting. Some zones are much easier than others, so it's a welcome facility to be able to warp away to a more relaxing screen when you get frustrated.

Graphics in this game are of a high standard – colourful and clear – and the sound is a pleasant accompaniment. While there is nothing original about it, Roland's 53 screens of intriguing platform action will keep Amstrad owners occupied for a long time.

Peter Connor

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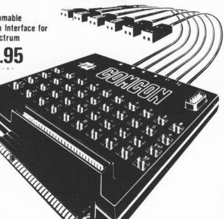

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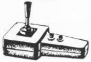

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The game, which requires a 16K RAM expansion, is based on the famous *Manic Miner* for the Spectrum. Just read our review of it on page 48 and you should have no trouble answering the questions on the entry form below. (If you don't want to cut up the mag, send us a copy of the form.)

When you've filled it in, post it to **Perils of Willy Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.**

And remember – with so many copies up for grabs, you've got a great chance of winning – so act quickly!

● Perils of Willy Entry Form

Name ....

Address ....

Answer these three questions about the game.

1) How many screens does it have? ....

2) What are four things to avoid? ....

....

3) What do you have to collect? ....

The Perils of Willy
SOFTWARE PROJECTS
VIC 20

CLIFF HANGER CARTOON CONTEST

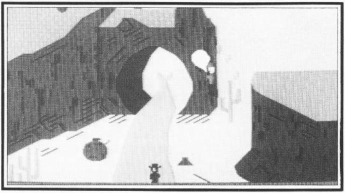
TIRED OF fuzzy pictures on your TV? Sick of fighting with the family over whether YOU should be zapping aliens or THEY should be watching Coronation Street?

What you need is your own colour monitor. And here's how you can win it! *Cliff Hanger*, the new game from New Generation Software has ushered in the age of the arcade-cartoon (see our review on page 78-9). So we decided it was time to hold a cartoon competition.

Already some of you have had us in stitches with your cartoons for our Noticeboard – so we know there's plenty of talent out there.

What we want you to do is simply to send us a cartoon (or cartoons) which you yourself have thought up and drawn, and which is linked in some way with computer games.

The person whose cartoon we think the funniest will win a **Microvite Colour Monitor** for his computer. (Microvitec produce monitors suitable for the Spectrum, Commodore 64, Vic 20, BBC, Electron and Dragon. We will ensure that the model awarded is compatible with the winner's computer.)



The 25 runners up will receive copies of the game *Cliff Hanger* which runs on the Commodore 64.

There is no entry form, so make sure you include your name and address with your entry. Post it to **Cliff Hanger Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.**

The closing date is **December 21st, 1984.**

Win a colour monitor plus copies of a great new game

Win a flight over the Atlantic in our a-maze-ing Strangeloop competition!

NEW YORK FOR FREE!

NEW YORK! Perhaps the most spectacular city on earth – and now you have a chance of an exciting trip there, all expenses paid!

Yes, it's true. The first prize in our stunning *Strangeloop* competition is four days for two people in New York. It includes the cost of return air tickets, courtesy Virgin Airways, and four nights in a top New York hotel.

Strangeloop is the great new arcade-adventure produced by Virgin Software, a PCG hit in our last issue. It runs on a 48K Spectrum (and a Commodore 64 version is coming soon) but the competition can be entered by anyone.

As well as the main prize we shall be giving away 25 consolation prizes consisting of a Virgin T-shirt, a copy of *Strangeloop* (for either Spectrum or '64) and a set of posters.

This is what you have to do. Turn to our exclusive colour map of *Strangeloop* on page 130-1. This shows all 240 of the game's locations. The idea of the competition is that you work out the shortest route possible through a series of the most significant locations. The sequence you must follow is this:

Start (LC)--> Scooter Room (KE) --> Vendromat (KG) --> Monitor Production Line (XJ) --> Rusty Robot Room (TC) --> Sick Bay (LA) --> Reactor (DA) --> Security Check (II). (The letters in brackets give the grid location on the map.)

Given this information, you have to work out how to complete the journey visiting as FEW rooms as possible. So all you have to do is plan the route, add up the number of rooms entered and write this number in the entry form. The start and finish rooms should both be included in the count, and if you visit the same room on more than one occasion, you must count it again each time. Remember to keep a copy of the route you planned, because the winner may have to show us the path he took.

As a tie-breaker, you must also say why you fancy a trip to New York.

So what are you waiting for? The Big Apple is right there for you to bite.

● How to use the map

The entrances from one room to another are coloured solid black. For example, in room WJ there are 2 exits to room VJ, 2 to room W1 and one to XJ.

In general, once in a room you can move freely round it – eg, you can readily switch from one vertical pipe to another, but you CANNOT pass through horizontal platforms except along a pipe – see room MD), and you CANNOT pass through the vertical conveyor belts (see room ME).

The small arrows in some locations indicate one-way exits.

Strangeloop Competition Entry Form

Name..

Address.. Age.......

....

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.... Post code.......

My T-shirt size is (S, M or L)..................

As a consolation prize I would prefer a Spectrum/Commodore 64 version of Strangeloop (delete one).

I think the shortest possible route would take you through......rooms

I would like to spend three days in New York because (complete the sentence in under 25 words).............................

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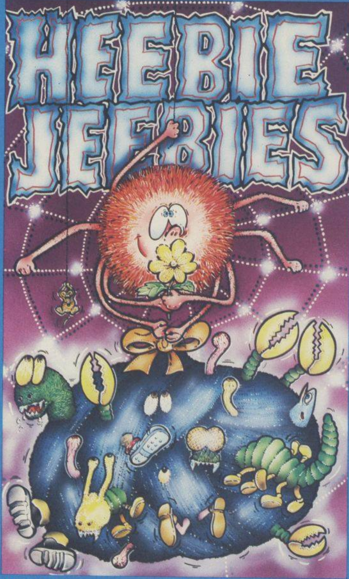

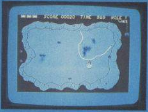

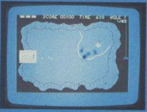

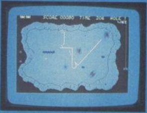

You play the roll of a spider in this extremely compelling game and you are faced with escaping from some very perilous situations.

You are trapped in a hole from which you must escape, but there are other insects in the hole which make your task more difficult, as contact with any of them will lead to instant death. However you are not totally defenceless you are capable of leaving a web trail which only snails can cross. By collecting the twigs that are littered around and storing them against the left hand side of the hole between the two stones a bridge will form and you will be able to climb out. But be careful — there are 15 hazardous situations to contend with — each one more difficult than the last.

Available on the Commodore 64

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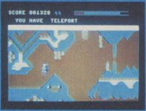
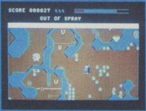
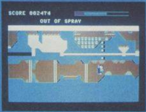
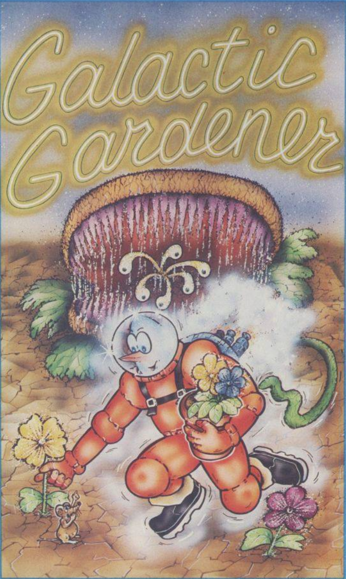






Galactic Gardener



Once you were the head gardener in charge of a group of ten power-flowers. These have been stolen and hidden in a set of caves, from which you must retrieve them. The flowers are protected by forcefields, gates, begonias and patrolling snap-dragons. Be careful as the flowers are poisonous and you must find a pot to put each flower in before you try to pick it up.

The beans in the cave are harmless and extra points will be achieved by picking them up along the way, but don't touch their stalks.

If anything is touched other than a pot, beans, fuel dumps for re-fueling, sprays which can be used to stun the snap-dragons, or a plant if you have a spare pot, the result will be that you are teleported to the start of the game. It is possible for you to leave your teleport along the way so that in an emergency you will be transported back to your teleport. You begin the game with four teleport charges and an extra charge is gained for every flower collected.

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BY DAVID CRANE

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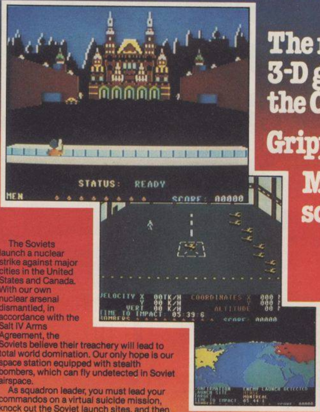
STATUS: READY
MEN
SCORE: 00000
VELOCITY X 00TK/H
Y 00 K/H
VERT 00 K/H
COORDINATES X 000
ALTITUDE 00
TIME TO IMPACT: 05:39:6
BOMBERS
SCORE: 00000
CONFIRMATION
LAUNCH SITE
TARGET
TIME TO IMPACT: 05 44 1
ENEMY LAUNCH DETECTED
MONTREAL
SCORE 00000

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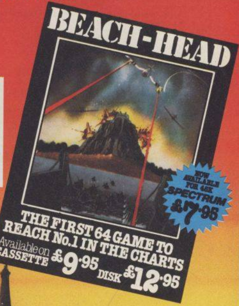

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SANTA

For the Commodore 64 By Tony Crowther

Here's another great listing from star programmer Tony Crowther, author of famous games such as *Son of Blagger*, *Loco* and *Wanted: Monty Mole*.

This time Tony's switched to a seasonal theme and written us a delightful little game starring Santa Claus himself. He has to deliver presents down five different chimneys. But if he can't deliver them fast enough the kids down below start to get really angry and sooner or later Santa's bound to cop it.

The game, which is joystick-controlled, is written mostly in machine code and features colourful, smooth graphics.

Hints on entering the program

1 Make sure you SAVE the program before running it as errors could cause a crash.
2 Take special care entering the Data statements which are used for the machine code part of the program. If on running you get an 'out of Data' error, it's likely there's a mistake in one of the Data statements.
3 the reversed characters are entered by using the cursor keys and graphics characters – see your manual for more details.
4 After typing RUN there is a slight pause while the program reads in the machine code. But instructions should come up on screen within 5-10 seconds.

```
READY.
0 GOSUB1500
1 GOSUB250:POKE53248+33,1:PRINT"██":SC=0
2 POKE54296,15
5 C$="█ ██┬ ┬█"
6 B$="██ █ █ "
7 D$="███ █┬┬┐"
10 POKE53248+33,0:POKE53248+32,0
20 PRINT"██████████████":FORI=1TO2
30 PRINT"██ █"B$"█    "B$"███"B$"███"B$"███"B$
31 NEXT
50 PRINTD$D$D$D$D$
60 PRINT"█"C$C$C$C$C$"█▔▔▔▔▔▔▔▔"
70 A$="█\\\\\\\\\\\\\\\\"
80 PRINT"█"A$
90 PRINT"█"A$
100 PRINT"██▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁▁"
120 A=53248:POKEA+23,248:POKEA+27,255
121 FORI=0TO16:POKEA+1,0:NEXT
130 POKEA,230:POKEA+1,100:POKE2040,220
140 POKEA+21,255
150 POKEA+28,255:POKEA+39,4:POKEA+38,11
151 POKEA+37,1
155 POKE832,0:POKE2042,223
160 POKEA+2,255:POKEA+3,100:POKE2041,221
161 PRINT"███████"TAB(30)"█HISC"
162 PRINT"█"TAB(30)HI
170 POKEA+40,8
180 FORI=6TO14STEP2:POKEA+I,-103+(I*24)
181 POKEA+I+1,208:NEXT
190 FORI=3TO7:POKE2040+I,224:POKEA+39+I,0:NEXT
191 PRINT"████"TAB(30)"SCORE"
200 FORI=0TO10STEP2:B=4*256+(81*I)
201 POKE834+I,B/256
202 POKE833+I,B-(PEEK(834+I)*256)
203 NEXT
205 POKE830,BE:POKE831,1:POKE832,0
210 SYS49388
211 IFPEEK(829)=0THENSC=SC+100:PRINT"██████"TAB(30)SC:GOTO4000
212 PRINT"██████████████DEAD!"
213 POKE54276,0:POKE54277,255
214 POKE54273,10:POKE54276,129
220 GETA$:IFA$=""THEN220
230 IFSC>HITHENHI=SC
240 GOTO1
250 PRINT"███           'SANTA'S DAY OF WORK'"
251 POKE53248+21,0
253 POKE53248+33,0:POKE53248+32,0
254 PRINT"██     BY A.CROWTHER (WIZARD DEV.)"
260 PRINT"██YOU ARE SANTA
270 PRINT"█DELIVERING PRESENTS TO THE KIDS BUT
280 PRINT"█THEY BECOME VERY ANGRY AND "
290 PRINT"█IF THEY DON'T GET WHAT THEY WANT, YOU
300 PRINT"█DIE. TO INDICATE HOW MAD THEY ARE
302 PRINT"█THE LIGHTS WILL CHANGE COLOUR.
310 PRINT"█YELLOW MEANS DEATH."
315 PRINT "█COLLECT A PRESENT AND LET A SNOWFLAKE
316 PRINT"█KNOCK IT DOWN THE RIGHT CHIMNEY."
320 INPUT "██SPEED(1-3)";LE
330 BE=0
340 IFLE=2THENBE=4
350 IFLE=3THENBE=8
351 INPUT"█LEVEL(1-3)";LA
352 LS=2
353 IFLA=2THENLS=3
354 IFLA=3THENLS=6
356 POKE49457,LS
360 RETURN
999 REM CODE (M/C)
1000 DATA162,0,189,65,3,133,250,189
4001 DATA66,3,133,251,165,251,201,4
1002 DATA144,48,201,6,176,44,76,89
1003 DATA192,234,145,250,189,65,3,2
1004 DATA105,40,157,65,3,1 9,66,3
1005 DATA105,0,157,66,3, 89,65,3
1006 DATA133,250,139,66,3,76,102,192
1007 DATA 34,145,250,232,232,224,10,144
1008 DATA193,96,169,4,157,66,3,138
1009 DATA10,157,65,3,134,253,24,101
1010 DATA253,105,3,157,65,3 76,45
1011 DATA192,160,0,177,250,201.42,208
1012 DATA187,169,12,76,26,192,133,251
1013 DATA 77,250,201,32,208,205,169,42
1014 DATA76,57,192,173,0,220,41,1
1015 DATA208,13,173,1,208,201,50,144
1016 DATA6,206,1,208,206,1,208,173
1017 DATA0,220,41,2,208,13,173,1
1018 DATA208,201,130,176,6,238,1,208
1019 DATA238,1,208,173,0,220,41,4
1020 DATA208,13,173,0,208,201,20,144
1021 DATA6,206,0,208,206,0,208,173
1022 DATA0,220,41,8,208,13,173,0
```

SCORE
SANTA'S DECATHLON

YOU HAVE TO GET HIM DOWN 95,742,835 CHIMNEYS!
Kipper Williams

```
1023 DATA208,201,230,176,6,238,0,208
1024 DPTA238,0,208,173,1,208,141,3
1025 DATA208,173,0,208,24,105,24,141
1026 DATA2,208,173,64,3,201,0,208
1027 DATA18,173,0,208,24,105,2,141
1028 DATA4,208,173,1,208,24,105,1
1029 DATA141,5,208,96,173,18,208,201
1030 DATA160,208,249,238,63,3,173,63
1031 DATA3,205,62,3,144,238,32,115
1032 DATA192,32,115,192,32,0,192,169
1033 DATA0,141,63,3,32,42,193,32
1034 DATA6,194,76,61,193,174,5,220
1035 DATA224,5,176,12,189,42,208,201
1036 DATA240,208,0,169,7,254,42,208
1037 DATA96,0,238,41,193,173,41,193
1038 DATA201,2,144,8,169,0,141,41
1039 DATA193,76,21,193,96,162,0,189
1040 DATA42,208,201,247,208,6,169,1
1041 DATA141,61,3,96,232,224,5,208
1042 DATA238,234,234,234,173,0,208,74
1043 DATA74,74,133,252,169,3,133,253
1044 DATA173,1,208,74,74,74,170,165
1045 DATA252,24,105,40,133,252,165,253
1046 DATA105,0,133,253,202,224,255,208
1047 DATA238,160,15,177,252,201,42,208
1048 DATA10,173,64,3,201,0,208,3
1049 DATA238,64,3,76,220,193,208,46
1050 DATA173,5,208,24,105,8,141,5
1051 DATA208,201,150,144,33,160,0,173
1052 DATA4,208,201,70,144,16,200,201
1053 DATA110,144,11,200,201,160,144,6
1054 DATA200,201,190,144,1,200,169,2
1055 DATA141,64,3,76,193,193,76,228
1056 DATA193,185,42,208,201,240,240,9
1057 DATA185,42,208,56,233,1,153,42
1058 DATA208,169,60,141,4,208,141,5
1059 DATA208,76,0,194,173,64,3,201
1060 DATA1,76,142,193,173,64,3,201
1061 DATA2,208,15,173,30,208,201,5
1062 DATA208,5,169,0,141,64,3,76
1063 DATA236,192,173,30,208,76,236,192
1064 DATA169,0,141,61,3,96,173,63
1065 DATA3,208,15,238,249,7,173,249
1066 DATA7,201,223,144,5,169,221,141
1067 DATA249,7,96,0,0,0,0,0
1500 REM CODE /SPRITE LOADER
1501 FORI=0TO543:READA:POKE49152+I,A:NEXT
1502 FORI=0TO330:READA:POKE14080+I,A:NEXT
1999 REM SPRITE DATA
2000 DATA0,0,0,0,0 0,64,0
2001 DATA0,32,0,0,40,0,0,20
2002 DATA0,0,20,0,0,60,0,0
2003 DATA40,0,0,42,144,0,42,149
2004 DATA0,42,0,0,85,64,0,255
2005 DATA160,0,255,160,0,255,160,4
2006 DATA255,252,4,85,85,80,0,0
2007 DATA0,0,0,0,0,0,0,0
2008 DATA0,0,0,0,0,0,0,0
2009 DATA0,0 0,0,0,0,0,0
2010 DATA0,0,0,0,0,0,0,0
2011 DATA0,0,0,0,2,0,0,0
2012 DATA128,0,0,40,32,0,170,40
2013 DATA42,162,2,170,160,10,170,160
2014 DATA40,0,160,32,0,40,128,0
2015 DATA8,0,0,0,0,0,0,0
2016 DATA0,0,0,0,0,0,0,0
2017 DATA0,0,0,0,0,0,0,0
2018 DATA0,0,0,0,0,0,0,0
2019 DATA0,0,0,0,2,0,0,0
2020 DATA128,0,0,40,32,0,170,40
2021 DATA42,162,2,170,160,10,170,160
2022 DATA10,0,160,2,130,128,0,138
2023 DATA0,0,0,0,0,0,0,0
2024 DATA0,0,0,0,2,128,0,10
2025 DATA160,0,26,172,0,166,184,2
2026 DATA169,232,14,169,100,11,174,88
2027 DATA6,250,104,9,185,96,10,118
2028 DATA64,2,154,0,0,184,0,0
2029 DATA49,0,0,0,0,0,0,0
2030 DATA0,0,0,0,0,0,0,0
2031 DATA0,0,0,0,0,0,0,0
2032 DATA170,186,171,170,186,171,170,186
2033 DATA171,170,186,171,170,186,171,170
2034 DATA186,171,170,186,171,170,186,171
2035 DATA170,122,167,85,117,87,255,255
2036 DATA255,170,186,171,170,186,171,170
2037 DATA186,171,170,186,171,170,186,171
2038 DATA170,186,171,170,186,171,170,186
2039 DATA171,170,122,167,85,117,87,0
2040 DATA0,0,0,0,0,0,0,0,0,0
3000 RETURN
4000 POKE54276,0:POKE54277,7:POKE54273,100:POKE54276,17
4100 GOTO210
READY.
```

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GUN FIGHT

by Jeff Greaves for any Spectrum

Here's a high-quality listing, written partly in machine code, which pits you in a Wild West shoot-out against another player. It's a multi-screen game featuring pretty graphics and stacks of action.

Typing in the listings

There are four separate programs. So you must follow this procedure.

1) Type in listing 1 and SAVE it at the start of a blank tape using: SAVE "Loader" LINE 5

2) Type in and RUN listing 2. If it is free of errors the program will save itself onto tape – it should be saved immediately after listing 1. If the DATA statements you have typed in contain errors, the program will discover them and tell you.

3) Repeat 2 for listing 3.

4) Type in, check carefully, and save listing 4 using: SAVE "Main program" LINE 5

To run the game you must now rewind the tape and type LOAD"". All four listings will load. If the game doesn't work properly, reload listing 4 (using MERGE"") and recheck for errors.

Game controls

Player 1: Q=Up, A=Down, X=Turn right, Z=Fire

Player 2: P=Up, Enter=Down, M=Turn left, Symbol shift = Fire.

Graphics characters

All italic letters should be typed in with the computer in graphics mode. To enter graphics mode you press the <CAPS SHIFT> and the 9 key simultaneously, and to exit the graphics mode you just press the 9 key.

Capital italic letters represent the corresponding user-defined graphics characters. Enter these in graphics mode simply by pressing the indicated letter. Lower case italic letters are used to represent the pre-defined graphics shapes which you can see on the top right-hand corner of the keys 1 to 8.

Here's a list of the letters – what you should enter is in brackets after each letter, but remember, you must be in graphics mode.

a(8), b(1), c(2), d(3), e(4), f(5), g(6), h(7), i(Shift 7), j(Shift 6), k(Shift 5), l(Shift 4), m(Shift 3), n(Shift 2), o(Shift 1), p(Shift 8).

LISTING 1

```
   5 BORDER 0: PAPER 0: CLS
  10 BEEP .1,5: BEEP .1,6: BEEP
.1,4
  15 PRINT AT 12,7; INK 7;"GUN F
IGHT LOADING"
  20 FOR A=1 TO 300: BORDER 6: B
ORDER 0: NEXT A
  25 LOAD ""CODE 31832,618
  30 LOAD ""CODE USR "A"
  35 LOAD ""
```

LISTING 2

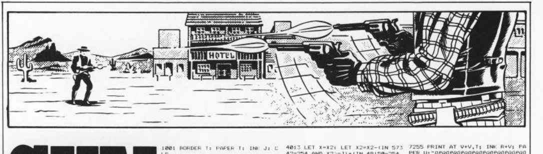
```
   5 LET SUM=0
  10 FOR A=31832 TO 32151
  15 READ B
  20 IF B<0 OR B>255 THEN  BEEP
.2,5: PRINT AT 10,0;"ERROR-DATA
NUMBER ";A-31832+1;" PLEASE
 CORRECT DATA": STOP
  25 POKE A,B
  30 LET SUM=SUM+B
  35 NEXT A
  40 IF SUM<>31464 THEN  PRINT "
DATA INCORRECT": BEEP .2,5: STOP

  45 PRINT "SECTION 1 O.K.": LET
 SUM=0
  50 FOR A=32200 TO 32435
  55 READ B
  60 IF B<0 OR B>255 THEN  BEEP
.2,5: PRINT "ERROR-DATA NUMBER W
RONG       PLEASE CORRECT DATA":
STOP
  65 POKE A,B
  70 LET SUM=SUM+B
  75 NEXT A
  80 IF SUM<>18534 THEN  BEEP .2
,5: CLS : PRINT "DATA INCORRECT
FOR SECTION 2": STOP
  85 SAVE "GUN FIGHT"CODE 31832,
618
  99 REM SECTION ONE
 100 DATA 0,0,0,0,0,7,7,1,1,3,7,
1,1,0,0,1,132,252,120,132,252,12
3,255,58,52,250,244,250,60,248,2
40,248,1,3,7,30,253,241,0,0,0,0,
0,0,0,0,0,0,252,255,251,250,228,
216,228,252,252,248,4,252,252,22
0,220,220,1,1,1,1,1,13,31,31,220
,220,220,220,220,222,126,122
 110 DATA 1,1,0,1,1,6,5,2,2,6,7,
3,3,1,0,1,8,248,240,8,248,248,25
0,4,4,6,78,252,252,248,240,248,3
,7,15,13,13,11,11,15,7,3,4,7,7,3
,3,3,252,254,255,251,251,253,253
,254,254,252,2,254,254,252,220,1
56,3,3,3,11,15,15,7,2,156,156,15
6,220,252,252,188,148
 120 DATA 1,1,0,1,1,6,5,2,3,6,7,
3,3,1,0,1,8,248,240,8,248,246,25
0,4,252,102,254,156,252,152,240,
248,3,7,15,13,13,13,6,5,7,3,1,2,
3,3,3,3,252,254,223,139,219,251,
244,250,254,252,248,4,252,252,18
8,156,3,3,3,3,3,2,3,3,156,156,15
6,156,156,16,255,214
 130 DATA 0,0,0,0,0,224,224,128,
128,192,224,128,128,0,0,128,33,6
3,30,33,63,222,255,92,44,95,47,9
5,60,31,15,31,128,192,224,120,19
1,207,0,0,0,0,0,0,0,0,0,0,63,255
,223,95,39,27,39,63,63,31,32,63,
63,59,59,59,128,128,128,128,128,
176,248,248,59,59,59,59,59,123,1
26,94
 199 REM SECTION 2 DATA
 200 DATA 6,1,197,33,20,0,17,7,0
,229,205,181,3,2,2,0,17,100,1,22
5,198,0,237,74,229,198,0,237,82,
225,56,230,193,16,223,201,0,0,0,
0,0,0,0,0,0,0,0,0,0,0
 210 DATA 6,1,197,33,20,0,17,10,
0,229,205,181,3,2,2,0,17,100,1,2
25,198,0,237,74,229,198,0,237,82
,225,56,230,193,16,223,201,0,0,0
,0,0,0,0,0,0,0,0,0,0,0
 220 DATA 6,1,197,33,100,0,17,50
,0,229,205,181,3,2,2,0,17,100,1,
225,198,0,237,74,229,198,0,237,8
2,225,56,230,193,16,223,201,0,0,
0,0,0,0,0,0,0,0,0,0,0,0
 230 DATA 6,10,197,33,20,0,17,8,
0,229,205,181,3,2,2,0,17,100,1,2
25,198,0,237,74,229,198,0,237,82
,225,56,230,193,16,223,201,0,0,0
,0,0,0,0,0,0,0,0,0,0,0
 240 DATA 6,1,197,33,0,0,17,200,
0,229,205,181,3,2,2,0,17,100,1,2
25,198,0,237,74,229,198,0,237,82
,225,56,230,193,16,223,201,0
```

LISTING 3

```
   5 LET SUM=0
  10 FOR A=USR "A" TO USR "U"+7
  15 READ B
  20 IF B<0 OR B>255 THEN  PRINT
"ERROR IN DATA": STOP
  25 LET SUM=SUM+B
  30 POKE A,B
  35 NEXT A
  40 IF SUM<>17923 THEN  PRINT "
ERROR IN DATA TOTAL": STOP
  45 PRINT "GRAPHICS ENTERED O.K
."
  50 SAVE "GUN FIGHT"CODE USR "A
",168
 100 DATA 0,63,78,66,66,67,67,51
,0,252,114,66,66,194,194,204,238
,0,187,0,119,0,187,0,0,0,32,210,
89,80,218,81
 110 DATA 120,28,23,59,6,6,66,21
9,32,116,168,168,170,172,168,170
,172,168,170,172,168,168,173,255
,68,238,253,223,255,107,127,50
 120 DATA 3,255,255,19,31,7,7,0,
192,255,255,200,248,224,224,0,0,
31,7,0,0,0,0,0,0,37,0,40,2,0,0,0
 130 DATA 0,164,0,20,64,0,0,0,0,
240,192,0,0,0,0,0,16,180,4,55,82
,47,212,107,156,247,173,6,201,39
,89,43
 140 DATA 164,107,155,177,254,16
8,86,70,192,252,226,226,242,234,
230,226,226,242,234,230,226,252,
224,192,3,63,71,71,79,87,103,71,
71,79,87,103,71,63,7,3
```

LISTING 4

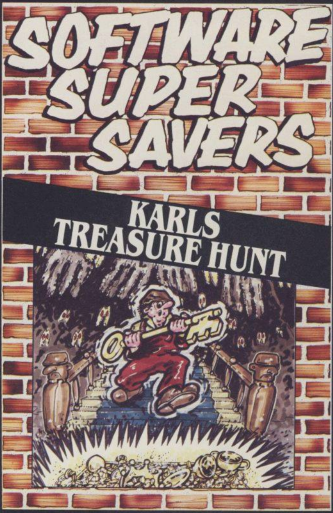
```
   5 REM GUN FIGHT
  10 REM BY JEFF GREAVES
  20 LET U=1: LET T=U-U: LET V=U
+U: LET R=U+V: LET J=R+R: POKE 2
3658,J+V: DIM H$(J,20): DIM S(J)
: DIM H(V): LET H$(U)="WILLY": L
ET H$(V)="JACK": LET H$(R)="CUTH
BERT": LET H$(V+V)="FRED": LET H
$(R+V)="AMANDA": FOR A=U TO R+V:
 LET S(A)=(10-A)*200: NEXT A
1000 LET L=T: LET H(U)=T: LET H(
V)=T
```



GUN FIGHT

```
1001 BORDER T: PAPER T: INK J: C
LS
1002 PRINT AT 13,V+V;"WRITTEN BY
 JEFF GREAVES";AT 15,V+V;"HALL O
F FAME";AT R,17;"PRESS S TO PLAY
"
1003 PRINT AT 17,T;: FOR A=U TO
R+V: PRINT "   ";A;". ";H$(A);"
 ";S(A): NEXT A
1005 FOR B=U TO J+U
1010 PRINT AT V,V; INK B;"Idd f
 f  o f";AT R,V;"k ■ f  f  kgf";
AT V+V,V;"o■n f■■n  k h";AT J+V,
J+V;"Idd f  Idd f  f bdId
     oi  f  k ■ f■■n   k
     k   f  o■n f  f   k"
1020 IF INKEY$<>"S" THEN  NEXT B
: GO TO 1005
1050 RANDOMIZE USR 32350: CLS
1500 GO TO 7000
1502 PAPER T: GO SUB 9900: PRINT
 AT 15,T; INK V+V;"@>";AT 16,T;
INK J;"A?";AT 17,T;"DB": INK J+U
;"J";AT 18,T; INK R;"EC";AT 19,T
;"GF";AT J,30; INK V;" """;AT J+
U,30; INK J+U;"'£";AT 8,30;"$&";
AT 9,30; INK V+V;"% ";AT 10,30;"
()";AT J+V,29; INK R+V;"I": GO S
UB 9999
1505 INK V+R: PRINT AT T,T;"PLAY
ER ONE  HI-SCORE  PLAYER TWO": L
ET A=LEN STR$ H(U): PRINT AT U,R
;"000";AT U,J+U-A;H(U): LET A=LE
N STR$ H(V): PRINT AT U,25;"000"
;AT U,29-A;H(V): LET A=LEN STR$
S(U): PRINT AT U,18-A;S(U): RAND
OMIZE USR 32300
1598 GO SUB 9900
2003 IF IN 65278=251 THEN  GO TO
 3020
2004 IF IN 65278=253 THEN  IF C1
=U THEN  LET SH=U: LET H=X1+V: P
RINT AT H,R;"M": RANDOMIZE USR 3
2200: GO TO 2006
2005 GO TO 2013
2006 FOR A=V+V TO 31: IF ATTR (H
,A)<>R+V THEN  PRINT AT H,A-U;"H
"; INK J+U;"M": LET SH=T: RANDOM
IZE USR 32200: PRINT AT H,A;"H":
 IF A>29 AND H>X2-U AND H<X2+R+V
 THEN  RANDOMIZE USR 32250: LET
H(U)=H(U)+(100*L): GO SUB 9999:
GO TO 7000
2007 IF NOT SH THEN  GO TO 2013
2011 PRINT AT H,A-U;"HM"
2012 NEXT A: PRINT AT H,A-U;"H":
 LET SH=T
2013 LET X=X1: LET X1=X1-(IN 645
10=254 AND X1>=J)+(IN 65022=254
AND X<16)
2014 IF X<X1 THEN  GO TO 3010
2015 IF X>X1 THEN  GO TO 3000
2999 GO TO 4000
3000 LET C1=T: PRINT AT X1+R,V;"
H";AT X1,T; INK V+V;"*,";AT X1+U
,T: INK J;"+-";AT X1+V,T;".0";AT
 X1+R,T; INK R;"/1";AT X1+V+V,T;
"23";AT X1+R+V,T;"HH": GO TO 400
0
3010 LET C1=T: PRINT AT X1+U,V;"
H";AT X1,T; INK V+V;"46";AT X1+U
,T: INK J;"57";AT X1+V,T;"8:";AT
 X1+R,T; INK R;"9;";AT X1+V+V,T;
"<=";AT X1-U,T;"HH": GO TO 4000
3020 LET C1=U: PRINT AT X1,T; IN
K V+V;"@>";AT X1+U,T; INK J;"A?"
;AT X1+V,T;"DB";AT X1+R,T; INK R
;"EC";AT X1+V+V,T;"GF";AT X1+V,V
; INK J+U;"J": GO TO 4000
4003 IF IN 32766=251 THEN  GO TO
 5020
4004 IF IN 32766=253 THEN  IF C2
=U THEN  LET SH=U: LET H=X2+V: P
RINT AT H,28;"L": RANDOMIZE USR
32200: GO TO 4006
4005 GO TO 4013
4006 FOR A=27 TO T STEP -U: IF A
TTR (H,A)<>R+V THEN  PRINT AT H,
A+U;"H";AT H,A; INK J+U;"M": LET
 SH=T: RANDOMIZE USR 32200: PRIN
T AT H,A;"H": IF A<=R AND H>X1-U
 AND H<X1+R+V THEN  RANDOMIZE US
R 32250: LET H(V)=H(V)+(100*L):
GO SUB 9999: GO TO 7000
4007 IF NOT SH THEN  GO TO 4013
4011 PRINT AT H,A;"KH"
4012 NEXT A: PRINT AT H,A+U;"H":
 LET SH=T
4013 LET X=X2: LET X2=X2-(IN 573
42=254 AND X2>=J)+(IN 49150=254
AND X2<16)
4014 IF X<X2 THEN  GO TO 5010
4015 IF X>X2 THEN  GO TO 5000
4999 GO TO 2000
5000 LET C2=T: PRINT AT X2+R,29;
"H";AT X2,30; INK V;"*,";AT X2+U
,30; INK J+U;"+-";AT X2+V,30;".0
";AT X2+R,30; INK V+V;"/1";AT X2
+V+V,30;"23";AT X2+R+V,30;"HH":
GO TO 2000
5010 LET C2=T: PRINT AT X2+U,29;
"H";AT X2,30; INK V;"46";AT X2+U
,30; INK J+U;"57";AT X2+V,30;"8:
";AT X2+R,30; INK V+V;"9;";AT X2
+V+V,30;"<=";AT X2-U,30;"HH": GO
 TO 2000
5020 LET C2=U: PRINT AT X2,30; I
NK V;" """;AT X2+U,30; INK J+U;"
'£";AT X2+V,30;"$&";AT X2+R,30;
INK V+V;"% ";AT X2+V+V,30;"()";A
T X2+V,29; INK R+V;"I": GO TO 20
00
6000 GO TO 2000
7000 LET L=L+U: LET X1=15: LET C
1=U: LET X2=J: LET C2=U: LET SH=
T
7002 PAPER T: INK R+V: GO TO 700
0+50*L
7050 BORDER V: CLS
7052 PRINT AT 10,10; INK J;"AB";
AT 11,10; INK V; PAPER R+V;"CC";
AT V+V,T; PAPER J;"CCCCCCCCCCCCC
CCCCCCCCCCCCCCCCCCC";AT 21,T;"CC
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCC";
AT R+V,J*R; INK V+V; PAPER T;"DF
";AT J,J*R;"EG";AT 15,J+J;"DF";A
T 16,J+J;"EG";AT J+R,20;"DF";AT
10,20;"EG";AT 14,18; INK U;"H";A
T J+U,J+U;"H";AT 19,19;"H"
7054 PAPER J+U: INK V: FOR A=R+V
 TO 20: PRINT AT A,4;"C" AND RND
>.5;AT A,27;"C" AND RND>.5: NEXT
 A
7099 GO TO 1502
7100 BORDER U: CLS
7105 PRINT AT V+V,T; PAPER V; IN
K R+V;"0000000000000000000000000
0000000";AT 21,T;"0000000000000
0000000000000000000"
7110 PRINT AT J+J,J+J; INK V+V;"
AB"; PAPER V; INK J+U;AT 13,J+J;
"CC"; PAPER T;AT J+U,J;"DF";AT J
+V,J;"EG";AT 17,17; INK R;"DF";A
T J*R,17;"EG";AT 10,20;"DF";AT 1
1,20;"EG"; INK V;AT J+V,25;"H";A
T J+V,15;"H";AT J+R,J+R;"H";AT J
*R,R+V; INK J;"HH";AT 19,J+J;"H"
7112 PAPER V: INK R+V
7115 FOR A=R+V TO 20: PRINT AT A
,V+V;"C" AND RND>.5;AT A,27;"C"
AND RND>.5: NEXT A
7149 GO TO 1502
7150 BORDER R: CLS
7155 PRINT AT V+V,T; PAPER J: IN
K R;"PPPPPPPPPPPPPPPPPPPPPPPPPPP
PPPPP";AT 21,T;"PPPPPPPPPPPPPPPP
PPPPPPPPPPPPPPPP"
7165 PAPER R+V: INK T: FOR A=R+V
 TO 20: PRINT AT A,V+V;"C" AND R
ND>.5;"CC" AND RND>.3;AT A,25;"C
C" AND RND>.3;"C" AND RND>.5: NE
XT A
7170 PAPER T: PRINT AT J+V,J+V;
INK R;"DF";AT J+R,J+V;"EG";AT 16
,20; INK V+V;"DF";AT 17,20;"EG";
AT J+J,J+J; INK J;"AB";AT 13,J+J
; INK V; PAPER J+U;"CC";AT J+U,J
*R; INK J+U; PAPER T;"H";AT J+R,
21;"H";AT J*R,J+V;"H";AT 15,20;
INK J;"H";AT J*V,10;"H";AT 10,J+
V; INK V+V;"H"
7199 GO TO 1502
7200 BORDER R+V: CLS
7205 PRINT AT V+V,T; PAPER V; IN
K J;"PQPQPQPQPQPQPQPQPQPQPQPQPQP
QPQPQ";AT 21,T;"QPQPQPQPQPQPQPQP
QPQPQPQPQPQPQPQP"
7210 PAPER J: INK V: FOR A=R+V T
O 20: PRINT AT A,V+V;"CC" AND RN
D>.5;"CCC" AND RND>.3;"CCCC" AND
 RND>.2;"C" AND RND>.1;AT A,18;"
CC" AND RND>.3;"CCC" AND RND>.5;
"CCCC" AND RND>.2;"C" AND RND>.1
: NEXT A
7249 GO TO 1502
7250 BORDER T: CLS
7255 PRINT AT V+V,T; INK R+V; PA
PER U;"OPQOPQOPQOPQOPQOPQOPQOPQO
PQOPQOP";AT 21,T;"OPQOPQOPQOPQOP
QOPQOPQOPQOPQOPQOP"
7260 FOR A=U TO 50: PRINT AT RND
*15+R+V,RND*25+R; INK RND*7;"C":
 NEXT A
7299 GO TO 1502
7300 BORDER R+V: CLS
7349 GO TO 1502
7350 BORDER V+V: CLS : GO SUB 99
99: PRINT AT R,10; INK T; PAPER
J+U;"NIGHT FIGHT": GO SUB 9900
7355 INK T: FOR A=R+V TO 20: PRI
NT AT A,V+V;"C" AND RND>.5;"CC"
AND RND>.3;AT A,25;"CC" AND RND>
.3;"C" AND RND>.5: NEXT A
7360 INK T: PRINT AT J+R,J+V;"DF
";AT 10,J+V;"EG";AT 16,J*R;"DF";
AT 17,J*R;"EG";AT J+J,J+J;"AB";A
T 13,J+J;"CC";AT J+U,J*R;"H";AT
J+R,21;"H";AT J*R,J+V;"H";AT 15,
20;"H";AT J*V,10;"H";AT 10,J+V;"
H"
7399 GO TO 1502
7400 BORDER U: CLS
7405 PAPER T: INK J: FOR A=R+V T
O 20: PRINT AT A,V+V;"P" AND RND
>.5;"PP" AND RND>.3;AT A,25;"PP"
 AND RND>.3;"P" AND RND>.5: NEXT
 A
7410 PRINT AT V+V,T; INK R+V;"QQ
QQQQQQQQQQQQQQQQQQQQQQQQQQQQQQ";
AT 21,T; INK J;"PPPPPPPPPPPPPPPP
PPPPPPPPPPPPPPPP"
7415 PRINT AT J+U,J+J; INK R;"DF
";AT J+V,J+J;"EG";AT J+R,J*R;"H"
;AT 10,22; INK V+V;"C";AT 11,J+J
; INK R;"CCCCCCCC";AT J+J,11;"CC
CCCCCCCCC";AT 13,J+R;"CC"; PAPER
J; INK T;"COWBOY INN"; PAPER T:
INK R;"CC"
7420 PRINT AT 14,J+R; INK R;"CCC
CCCCCCCCCCC";AT 15,J+R;"CC  CCCC
CC  CC";AT 16,J+R;"CC  CCCCCC  C
C";AT 17,J+R;"CCCCCCCCCCCCCCC";AT
 J*R,J+R;"CCCCCCCCCCCCCC"
7425 PRINT AT 17,15;"RT";AT 18,1
5;"SU";AT 19,15; INK V+V; PAPER
V;"QQ";AT 20,16;"QQ"
7449 GO TO 1502
8000 PAPER T: CLS : INK V+V: PRI
NT AT 10,R;"PLAYER 1 SCORED ";H(
U);" POINTS";AT J+J,R;"PLAYER 2
SCORED ";H(V);" POINTS"
8001 PRINT AT 14,R;: IF H(U)=H(V
) THEN  PRINT "GUN FIGHT DRAWN"
8002 IF H(U)>H(V) THEN  PRINT "P
LAYER 1 WON BY ";H(U)-H(V);" POI
NTS"
8003 IF H(V)>H(U) THEN  PRINT "P
LAYER 2 WON BY ";H(V)-H(U);" POI
NTS"
8004 FOR A=U TO 200: BEEP .005,R
ND*60: NEXT A
8005 LET Z=T
8100 LET Z=Z+U
8105 IF Z=R THEN  GO TO 1000
8505 FOR C=U TO R+V: IF H(Z)<S(C
) THEN  NEXT C: GO TO 8100
8510 RANDOMIZE USR 32400: FOR A=
U TO J+U: PAPER A: CLS : NEXT A:
 PAPER T: CLS : PRINT AT V,V; IN
K J;"ITS YOUR LUCKY DAY PLAYER "
;Z;" "; FLASH U;"!";AT V+V,V; IN
K V+V; FLASH T;"YOUR NAME AND SC
ORE";AT J,T; INK R+V;"WILL BE RE
CORDED IN";AT J+V,V; INK V;"THE
HALL OF FAME"
8520 PRINT : PRINT "  TYPE OUT Y
OUR NAME-:"
8525 FOR A=V+V TO C STEP -U: LET
 H$(A+U)=H$(A): LET S(A+U)=S(A):
 NEXT A: LET S(C)=H(Z)
8530 LET N$="": PRINT AT 13,R+V;
"____________________": PRINT AT
 13,R+V;
8535 FOR A=U TO 20
8540 LET A$=INKEY$
8542 IF CODE A$<32 OR CODE A$>12
7 THEN  GO TO 8540
8545 RANDOMIZE USR 32200: PRINT
A$;: FOR B=U TO 20: NEXT B: LET
N$=N$+A$: NEXT A
8550 LET H$(C)=N$: GO TO 8100
9900 POKE 23606,88: POKE 23607,1
23: RETURN
9999 POKE 23606,T: POKE 23607,60
: RETURN
```

Attention all Amstrad owners!



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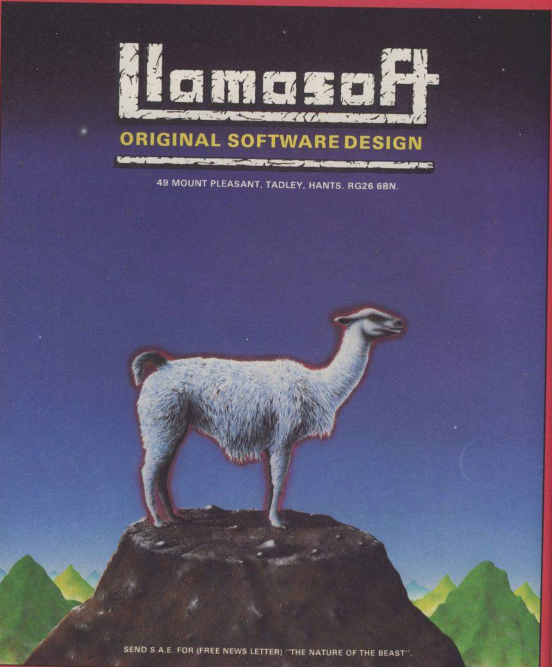

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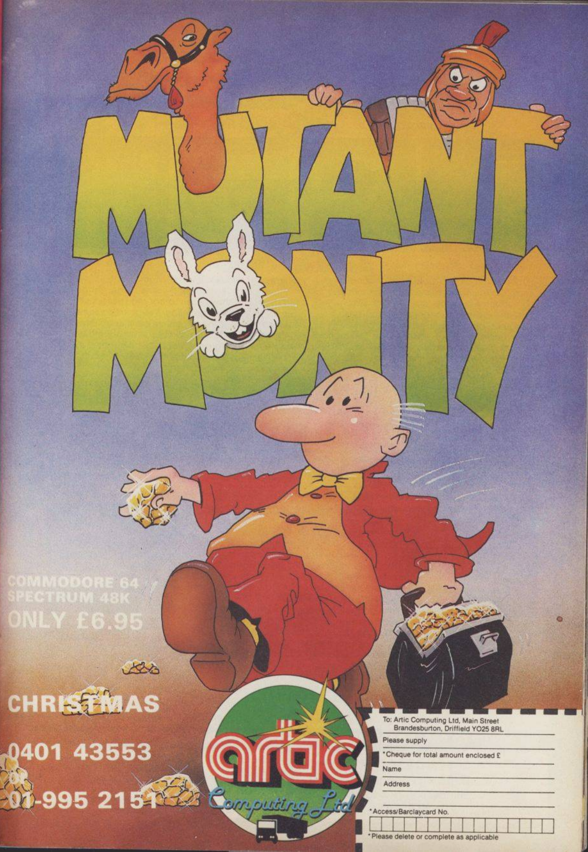
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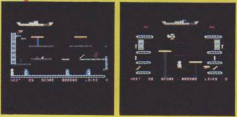

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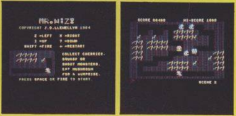

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ADVENTUREWORLD

The White Wizard investigates the latest releases

SPOILT FOR CHOICE

Anyone know of a secluded retreat, with ample supplies of tinned owls' livers and lettuce opium? So much software has flooded into the White Wizard's cave this month that he is at his wits' end and badly in need of a very long holiday.

However, the good news is that there are some hot new releases out this month. Level 9's ***Return to Eden*** hits the streets and, of course, there's the ***Sorceror of Claymorgue Castle*** from Scott Adams. Not only that, but there are also one or two new games that offer the adventurer something quite different from any programs that have come before.

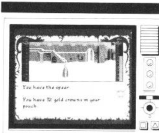
First, however, let's *Return to Eden* with Level 9. This is the eagerly-awaited sequel to *Snowball* and will be available on the usual extensive Level 9 range of machines, from the Memotech right through to the Amstrad. You don't, by the way, need to have played *Snowball* to enjoy *Return To Eden*.

This game marks a radical departure from Level 9 tradition by including – gasp – GRAPHICS. Have the die-hard, text-only gents from L9 taken leave of their senses?? No, mein wizardlings, zay haf zimply produced a better game, ja! (Yes, the White Wizard is proficient in all languages including Numenorean Provincial).

Frankly, the White Wizard found *Snowball* a very trying game and wore out at least a dozen wands exploring its secrets. *Return to Eden* is rather easier in my opinion and certainly as enjoyable as its predecessor.

The only thing about the graphics is that some of them are rather poor … Sacrilege, I know, to speak ill of a Level 9 game but really they aren't that hot with the pastels. Even the old *Mysterious Adventure* range comes out on top here.

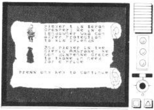
However, this game oozes with atmosphere as you explore a distant planet populated by some very strange creatures, including the invaluable See Bee, the very necessary Ouija bird, and the undesirable leviathan. You can jump off cliffs, fight squirrels (well, be attacked by squirrels), and die of radiation. This is the sort of thing Wizards enjoy and that's only the beginning.



You have the spear

You have 52 gold crowns in your pouch

Superbly animated fight sequences make Fire on the Water a cut (and thrust!) above the ordinary



D & D-style interaction for four players in The Prince from CCS

From the exotic forest you move on to the daunting task of penetrating the different zones surrounding a robot-constructed city. Very hazardous this, and I guarantee you'll need to spend at least a week driving yourself round the bend before you reach the city – by which time you'll be only about half-way through the game!

200 locations, the usual extensive vocabulary, and a great scenario make this every bit as good as previous Level 9 games. Don't expect the locations to be quite so fully described as other Level 9 games – after all you do get the graphics which take up a lot of memory.

There's a strong 'conservationist' slant to the story, centring on the moral questions surrounding the destruction of alien life forms. No, I'm not kidding, and the White Wizard very much approves of this sort of thing. The more adventures we have that reflect real-life problems like this the better in my view.

The only slight reservation I have about *Return to Eden* (and all other Level 9 games) is that it doesn't tell you which words it fails to understand. It simply replies with the famous 'Arfle Barfle Gloop?' which isn't much help when you're trying to unravel vocabulary problems. It has to be said, however, that one doesn't often have vocabulary problems in a Level 9 game.

Another important recent release is Scott Adams' *Sorceror of Claymorgue Castle*. This is available for the Commodore, Spectrum, Apple, Atari, BBC, Dragon, Electron, and Tandy … phew! Quite a list.

The White Wizard has dabbled enjoyably in the Spectrum version, which features some very pretty graphics indeed. It's worth noting that the Spectrum conversion was done by Brian Howarth who writes the *Mysterious Adventures*, to which this program bears some superficial resemblance.

Well, what can one say about Scott Adams' adventures? They've been around for a very long time now in one form or another, but the fact is that whenever a new one comes out it is always a good buy. *Sorceror of Claymorgue Castle* is no exception.

As in most Scott Adams' games, the object of the game is simple – you must collect a certain number of readily identifiable treasures and store them in a particular location. The challenge of the games is in overcoming the different puzzles, most of which are encountered when you try to move from location to location.

None of Scott's games have that many places to visit, but that doesn't mean they're a doddle by any means. *Sorceror* is definitely a case in point here. You start off behind a castle and I guarantee that you won't enter it inside ten minutes of cursing, howling, and (as it happens) holding your breath.

Once you get inside, you'll still have to try every trick in the book to explore more than about six locations. Just to tantalise you, one of the treasures is plonked almost right in front of your nose at the beginning – but try picking it up and you'll see that all is not as easy as it seems.

So that's two new games for your shelves – and both available on a wide range of machines. Now let's take a look at something quite different – three releases each of which offers something rather unusual.

Lone Wolf

The first is the ***Lone Wolf*** series for the Spectrum, though I imagine that there will soon be similar offerings for other machines. There are two games in the series so far – ***Escape from the Dark*** and ***Fire on the Water.*** Both titles offer excellent animated graphics and a very unusual format.

The cassettes come either on their own or with an accompanying book that gives some idea of what to expect from the games themselves. The books are split up into numbered sections each of which contains a stage in the development of the plots. I say plots rather than plot, because the story changes as you read.

This is because whenever you come to a crucial point in the story, you have to make a decision. Depending on the decision you make, you are then directed to another numbered section where you continue reading.

This, of course, is very much like playing an adventure game on a computer, so it's only natural that Arrow, the publishers, have decided to offer a game as well.

The format is as follows – there's a graphics screen surrounded by an attractive border and a scrolling text window below. You place a keyboard overlay on top of your Spectrum. The storyline scrolls on the screen, and whenever you have to make a decision you press the appropriate key and the program jumps to the next stage in the story.

There are also extensive fight routines, requiring diligent pressing of Parry, Thrust, Chop, and Swipe keys. Your fighting skill and energy are monitored on the screen, and when you run out of energy Lone Wolf (that's you) bites the dust.

The fight sequences are well-animated, and after a couple of hours playing I decided that there really was a tactical element which made them much more satisfying than the usual 'You-stab-the-Dire-Wolf' routines that other games tend to offer.

Escape from the Dark and *Fire on the Water* are consecutive games, and a character developed in the first can be loaded into the second ready for action.

So what's different about these games? The first thing to notice is that the program itself dictates your movements. For instance, you can't type in 'Go West' unless that is presented to you as an option to be selected. In this respect the game is more limited than a traditional adventure.

However, all the space saved by the absence of complex 'parsing' routines (the bits of the program in a normal adventure that scan your inputs and generate appropriate responses) means more room for graphics and animation. There is still a good deal of scope for the player to shape the game – you can sometimes run away rather than fight. You can choose your own routes to your destination, and investigate a number of dead-ends, some of which are more rewarding than others.

The White Wizard gives these games the thumbs-up and looks forward to more along the same lines. They are very different in feel to the traditional text/graphics games, but I think they have a value all of their own.

It is, incidentally, worth getting the books as well as the games – you can then use them as crib-sheets if you find the going too tough!

The Prince

If you think *Lone Wolf* sounds different, wait 'till you get a LOAD of the next game – an interactive program for four players from CCS called ***The Prince***.

This game apparently won the Cambridge Award 1984, though I'm a bit hazy as to what exactly that means. However, it is a very interesting piece of software that should be carefully examined by adventurers and particularly those with a D&D background.

The scenario is as follows: in Castle Ravencrag the Lore-Master has disappeared and is believed dead. By law, succession to this desirable post is by 'presentation of the tokens' – a ritual ceremony in which the applicant begs an audience with the Prince of Ravencrag and hands over the tokens.

Your task, and that of your three human opponents, is to find out what the 'tokens' are, get hold of them, and present them to the Prince. You then become Lore-Master and win the game.

Each player takes on one of four characters – Grasper, a landlord; Ambrose, a cleric; Porcus, the merchant;

Aid for addicts

Use the Clue Code at the end of each problem to identify a square on the grid. Starting at that position, read every second letter until you have a complete sentence. When you reach the end of a row, go back to the beginning of the next line and carry on. If you reach the bottom of the grid, start again at the top.

1. Can't find the crown in Scott Adams' *Adventureworld?* This should see you on your way…(Clue Code A1).

2. Is the giant in *Twin Kingdom Valley* too sick to help you? Here's a tip…(Clue Code A2).

3. Can't get the heavy gold nugget out of the cave in *Colossal Adventure?* (Clue Code D2).

4. Can't capture the man-eating pancake in *Beyond the Kitchen?* Here at last is the answer (Clue Code F7).

	1	2	3	4	5	6	7	8	9	10
A	G	T	O	A	T	K	H	E	R	H
B	O	I	N	M	E	F	R	O	O	R
C	O	A	M	S	B	W	Y	I	L	M
D	E	G	D	O	G	T	E	O	B	Y
E	E	Z	A	A	R	N	W	D	A	S
F	S	A	O	Y	N	P	W	L	A	U
G	L	G	L	H	Y	H	T	P	H	R
H	E	E	R	O	E	S	S	M	N	Q
I	O	R	S	P	U	T	C	H	H	I
J	G	O	A	S	M	P	E	R	M	E

ADVENTURE NEWS · ADVENTURE NEWS ·

Two-player adventure

PSS has brought out *Swords and Sorcery* – a new D&D style game for the Spectrum that allows you to link up two machines via Interface 1 for a two-player game network.

There are at least three modules in the package – the Network module, the Village (for trading, resting, and depositing treasure), and an unspecified number of Advanced Player Modules.

PSS claim that the game has taken nearly two years to develop. A Commodore 64 version is on the way, and the price is £9.95.

Kilburn capers

Oric owners can cheer up a bit with the news of a new Oric adventure from Tansoft. Called the *Kilburn Encounter* it is billed as a 'Monty Python-style adventure.

The game should be available as you read this for £7.95. It will of course be Atmos compatible and is texty.

Second superhero

Adventure International are on the verge of bringing out *Spiderman*, the next in the Marvel series following the very enjoyable *Hulk*.

The game will be available for the usual wide range of machines.

Second coming

Readers who remember the 'Video Vicar' who wrote *Jericho Road* for Shards Software may be interested to know that his latest offering, *Galilee*, is now available from the same company.

Galilee is a text and graphics game set in the 15th year of the reign of Tiberius. The Rev Peter Goodlad (for such is his name) has apparently put a lot of research into the program which costs £5.75 for the Spectrum.

Shards have also released *Operation Safras* and *Pettigrew's Diary* in one four-part package for the 64 and Spectrum at £9.95.

and Fernandon, the tipstaff (magistrate to you and me). Each player has certain advantages related to his profession – money, for example, in the case of Porcus.

Having chosen characters the players then take it in turns to recruit help from the Castle retinue and purchase items from Gamp, the Castle trader. During this phase only one player at a time looks at the screen, so other players will not know who is working for you or what you possess. Occasionally, for example, a servant may serve two masters and knowledge of his double-dealings could benefit either player.

Each player has a passcode which he must enter during the game in order to play. This stops other players from cheating when you pop out for a slice of toast and honey – or whatever you fancy.

During your turn you find yourself inside the castle as in a traditional text adventure. You have only 10 inputs in each turn and must find out as much as possible. You can call your spies and ask them to report, or get your less desirable helpers ('henches') to attack your opponents' servants.

During this phase you will find that the vocabulary of the game is rather limited but, of course, it's the same for all four players.

What's special about *The Prince*, however, is that it is one of the first computer games I've come across that permits intelligent and enjoyable collaboration between the human players. As in D&D you will find yourself involved in complex negotiations with your opponents (or allies, depending on how you deal with them). Nothing is too fair or too foul to be considered – you could, for example, ally yourself with Fernando, find out who his spies are under pretence of helping him, then have your spies knock them all out! You unscrupulous devil you, of course you wouldn't do a thing like that, would you? Oh yes you would…

Like the *Lone Wolf* games *The Prince* is very far from being a trad adventure. It is, however, a game that will appeal to adventurers who enjoy a get-together and the chance to outwit each other. Again, the White Wizard, while granting this game a place on his now crowded shelf, would be pleased to hear from other adventurers as to what they think of this new breed.

Macbeth

Finally – in the 'New Trends' department – we have ***Macbeth*** from Creative Sparks for the Commodore 64. This is quite a handful, this one. Two tapes, four games, plus a copy of the Shakespeare play. Each of the four games is related to part of the play, and each is in a different style.

All four games feature grpahics to a greater or lesser extent, and the standard of these is extremely high. In each game you must achieve certain objectives that will allow you to achieve the goals of the character you are playing. In the first and last games you play Macbeth, in the second game you are Lady Macbeth, and in the third you are one of the Three Witches' assistants.

With the exception of game number 3, these are all text-games with graphics added in places. Unfortunately, they rely very heavily on your ability to phrase your inputs correctly. Although they will tell you which words are not understood (by highlighting them in red) they are not very hot on understanding the traditional vocabulary.

This is particularly true in game 3, which is almost entirely graphics based and doesn't understand words like 'North' or 'South'. The display plays a very important role here and you must pick out items in the picture and use them as appropriate, although you may not have been told explicitly that they are there.

I'm not sure that *Macbeth* will appeal to many adventurers unless you have a particular interest in Shakespeare or Scottish history. Some of the sequences are very good, but £14.95 seems a lot to pay for them.

The other drawback with the game – and this applies to one or two other book-based adventures – is that you can't succeed without reading the play, and having read the play, you know what's going to happen. The whole program is rather lacking in the excitement of discovery that makes a good adventure.

However, there is one very interesting innovation that is worth a mention.

At the end of each game the program gives you the opportunity to load a program called 'Psycho'. This is a very novel routine in which the computer poses as a psychiatrist and questions you in your role as the character you have just been playing.

'Remember that session we had years ago when we got rid of your meat phobia?' enquires the computer of Lady Macbeth (i.e. you) and then goes on to find out just why you behaved as you did in the play – or the program.

Computer buffs will no doubt realise a similarity here between Psycho and Eliza – a program that simulated a psychiatrist and gave apparently intelligent replies to the questions put to it. Psycho isn't nearly as complex, but it's still good fun.

But why does the White Wizard mention this curiosity, I hear you cry. Well, I reckon it's only a matter of time before we see more variations on the traditional adventure theme. Using a routine like 'Psycho', for example, you could carry on an enjoyable – even if perfectly meaningless – conversation with Thorin in *The Hobbit*, for example … and just look at *Sherlock*, where you can 'Tell…' a character things you think they ought to know.

Well, that's all for this month, my friends. Next month's issue will be absolutely packed to the brim, and will include a couple of goodies that I've had to leave out in this issue because of lack of space.

In the meantime, I have a special favour to ask of you all. In recent months we've had a number of new games that one can't really call adventures, but still seem to have some sort of claim to a mention on these pages. I'm thinking particularly of so-called 'arcade adventures' like *Gisburne's Castle*, or novelties like the *Lone Wolf* games I've mentioned above.

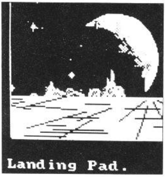
Well, what do YOU think? Are these games worthy of our attention? What do you think is the definition of an 'adventure game'? Shall we stick to the straight and narrow path of the traditional adventure, my fellow explorers of the unknown lands, or shall we allow ourselves to sally forth into new realms?

The White Wizard humbly awaits your reply, and will bow to your judgement.

GAME	MACHINE	PRICE	ATMOSPHERE	COMPLEXITY	INTERACTION	OVERALL
RETURN TO EDEN	Am, At, B, C, N, M, S	£9.95	8	9	7	9
SORCEROR OF CLAYMORGUE CASTLE	Ap, At, B, C, D, E, T, S	N/A	7	8	6	8
FIRE ON THE WATER	Spectrum	£6.95	7	4	N/A	5
THE PRINCE	Spectrum	N/A	8	7	5	7
MACBETH	CBM 64	£14.95	7	8	3	5

KEY: Am-Amstrad, **Ap**-Apple, **At**-Atari, **B**-BBC, **C**-CBM64, **D**-Dragon, **E**-Electron, **M**-Memotech, **N**-Nascom, **S**-Spectrum, **T**-Tandy.

S · ADVENTURE NEWS



Landing Pad.

Quick glimpse of some of the stunning graphics on Interceptor's Message from Andromeda for the Amstrad. Oh boy! Will all Amstrad adventures look as good as this!

The Wizard's Mailbag

'GREETINGS O ADVENTURE KING' begins **Fraser McCallum** in a recent letter. Flattery will get you nowhere, Fraser, but you obviously know your onions and are hereby elevated to the rank of Honorary Wizard, given the Freedom of the City of Ehdollah, and rewarded with the kingdom of Hyrkania plus 1 million credits.

Fraser writes in about *The Lords of Midnight*, as did many other Adventureworld readers this month. He points out that Fawkrin the Skulkrin, Farflame the Dragonlord, and Lorgrim the Wise can all destroy the Ice Crown (as well as Lake Mirron).

Philip Coare from Eltham has also been Midnighting and isn't too happy, even though he's succeeded in destroying the Ice Crown. The ending was 'hardly the dazzling spectacle I hoped for...Please can you tell me why you cannot hide Morkin and why the victory display is so boring?'

The answer's simple, Philip – there just wasn't room for anything else. Mike Singleton spent ages trying to fit the game into 48K, and was so stuck for space that towards the end of his programming stint he had to spend about six weeks just trying to save 2K!

I have to admit, however, that I too found the ending a bit of a let down. The enjoyment of *LoM* is definitely in the playing and not in the winning of it, but I still think it's a fantastic game and know that most readers would agree with me. As far as hiding Morkin is concerned – well, I think the game would be just that teensy-weensy bit too easy if you could hide him on his way to the Ice Crown.

Gary Frost writes in with umpteen tips on *Heroes of Karn*. Up with Tony Crowther, he cries, and down with Ultimate who won't write games for the Commodore 64. Down with both of them, I say, since neither of them write adventures.

Stuart Henderson is rapidly becoming an Adventureworld veteran. 'May I thank you for my "honourable mention" in the September issue. I have received scores of letters from some very frustrated adventurers and I've had many Thank You notes from people I've helped. Would it be possible to thank Peter May, Paula Ellson, and Gilbert Wickham through your excellent column?'.

Flattery again, Stuart – it will get you nowhere. Please however accept my salutations and know that your name is inscribed in solid Moonsilver in my book of 'People to Borrow a Gold Credit From'! And don't worry – I won't stop giving people your address – see this month's Helpline.

'I always read your amazing magazine' begins the next letter, and by now the White Wizard was getting so bigheaded that he had to order a larger size of hat. 'I have scored 1,024 points on *Twin Kingdom Valley* the letter continues, 'but I can't find out what to do after achieving this score. Please can you help'. Yes, **Andrew Seaton**, I can. I suggest you buy another game and get top marks on that one as well! Once you've scored 1,024 points on this game and have discovered the Secret of Life there really isn't much more to do.

Finally, an angry letter from **Dean Knight** of Stockport. 'Are Vic owners giving you death threats because you never give our poor old Vic a mention? Maybe I won't go to such drastic measures' *(Phew! – WW)* 'but I am still one very angry Vic owner. Just when will the Vic get a mention on your pages?'

Dean, I'm truly sorry about the Vic. I'm also sorry about the Dragon and the Oric/Atmos. The sad truth is that these machines are poorly supported these days. I know there are games around for them but these are mostly old titles.

However, if there IS anyone out there writing new material for any of the less popular machines then do please send it in. In the meantime I shall do my level best to get hold of some software for you starved Dragon/Oric/Vic/Electron owners. The White Wizard has given his word, and his word is not lightly broken.

The PCG Helpline

Here are this month's offers of help and cries for assistance. Please don't forget to include an SAE if you need a reply from another reader.

Help offered

Game: ***Scott Adams' Adventureland***
Contact: Stuart A'Hara, 21 Rockfield Street, Dundee, DD2 1LD
Games: ***Snowball, Lords of Time, Espionage Island, Inca Curse, Ship of Doom***
Contact: Neville Blenkinsopp, 14 Rush Park, Bishop Auckland, Co Durham, DL14 6NR
Games: ***Hobbit, Valhalla, any Level 9 game***
Contact: Stuart Henderson, 61 Stevenson Drive, Edinburgh EH11 3DU. Tel. 031-444 1826
Games: ***Hobbit, Twin Kingdom Valley, Urban Upstart, Pirate Adventure, Heroes of Karn, Mystery of Munroe Manor, The Golden Baton, Ten Little Indians, Escape from Pulsar 7***
Contact: Ian McDougall, 50 Drum Brae Drive, Edinburgh, EH4 7DS

Please note: **Amer Butt's** phone number (October issue) has now been changed. For queries **write to** 702 Bolton Road, Pendlebury, Manchester M27 2EL enclosing an SAE. Help offered on ***Twin Kingdom Valley, Golden Baton, Arrow of Death Pt 1, Wizard of Akyrz, Feasibility Experiment, Hobbit,*** and ***Pirate Adventure.***

Help wanted

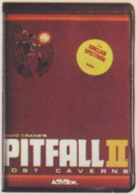
Game: ***Rescue from Castle Dread***, Vic 20
How to get past the mirror?
Address: Stuart A'Hara, 21 Rockfield Street, Dundee, DD2 1LD
Game: ***Wizard and Princess,*** Vic 20
How do I get through the maze?
Address: P Delaney, 45 Teynham Crescent, Norris Green, Liverpool, L11 3BH
Game: ***Quest for the Holy Grail***, Spectrum
How do I get past the knight who says 'Nic!'?
Game: ***Urban Upstart***, Spectrum
How to take off?
Address: Neville Blenkinsopp, 14 Rush Park, Bishop Auckland, Co Durham, DL14 6NR
Game: ***Twin Kingdom Valley***
How to kill dragon and find silver key?
Address: Andrew Griffin, 40 Harford Drive, Watford, Herts WD1 3DG. Tel. Watford 23133
Game: ***Inferno***, Spectrum
How do you get past the 7th circle?
Also;
Game: ***Mountains of Ket***
How do you get to the mountain?
Address: Andrew Stoddard, 81 Ashfield Square, Berryhill, Bucknall, Stoke-on-Trent, ST2 9LW
Game: ***Urban Upstart***
Any help appreciated
Address: Lee Taylor, 25 Ennerdale Drive, Sunnybank, Bury, BL9 8HY
Game: ***Hobbit***
How do I escape from the Goblin's Dungeon?
Address: Jason Spencer, 25 Brookfield Avenue, Sutton, Surrey SM1 3QW. Tel. 01-643 6886
Game: ***Alchemist***, Spectrum
What or where are the four parts of the *Spell of Destruction?* Address: P Hunter, 23 Pinder Street, Lower Wortley, Leeds, LS12 5LH
Game: ***Ship of Doom***
How do I get the key through the keyhole?
Address: Benjamin Bowden, 135 Maplewell Road, Woodhouse Eves, Leics.

To enter the Helpline, either to request or offer assistance, is a great way to solve your problems and make friends with other adventurers.

Send your name, address, problem, game, and the name of your computer on a postcard to Adventure Helpline, *Personal Computer Games*, 62 Oxford Street, London W1A 2HG.

You can include your telephone number but you must remember that you may receive many calls. Be sure that other people in your house are happy to have you do this before you go ahead.

The Activision Eight.



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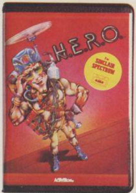

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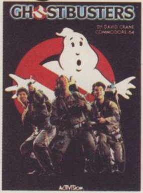

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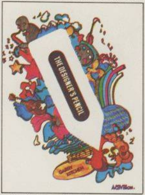

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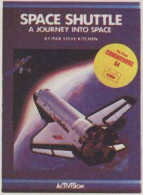

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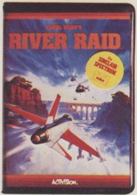

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For SINCLAIR SPECTRUM
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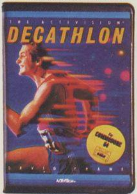
Running on Commodore 64, Spectrum, MSX



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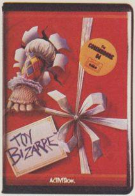

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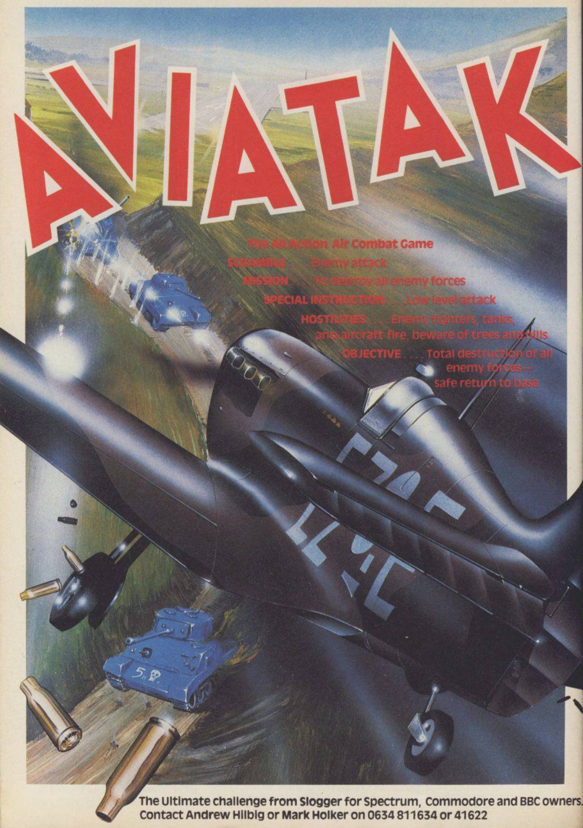
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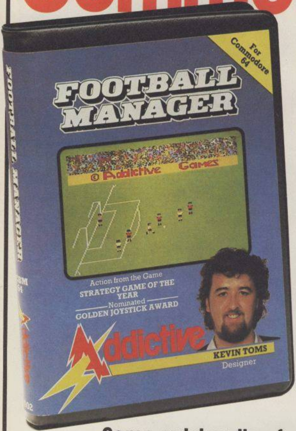
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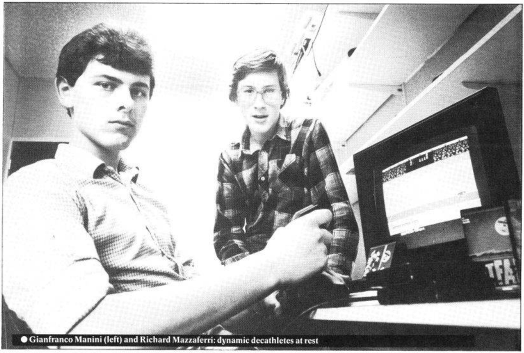
Two micro athletes risk the dreaded high-score test room



● Gianfranco Manini (left) and Richard Mazzaferri: dynamic decathletes at rest

At last! The real decathlon contest of 1984. Forget Daley v. Jurgen. That was just a transatlantic mega-bore compared to the joystick hammering that took place in the Challenge Chamber when Mazzaferri took on Manini in the supreme test of athletic skill and endurance: Activision's *Decathlon* on the Commodore 64.

And they're not Italian. They're from Scotland, where people have given up tossing cabers and taken up waggling joysticks.

Richard Mazzaferri should be familiar to PCG readers as the *Chuckie Egg* man: he holds the current PCG record with a score of 10 million plus. But there's more to him than that. For a start he isn't even Scottish, let alone Italian. Richard is Australian, but came to the Challenge Chamber from Aberdeen where his family have been living for the last four years.

He's 16 and has had a Spectrum for six months, in which time he's not only clocked up that *Chuckie Egg* score, but also taught himself machine code. He's getting rid of the Spectrum and hopes to get an Enterprise – if and when it's available. He recorded his Chamber entry score of 11,084 on a friend's '64.

Gianfranco Manini is a 15-year-old from Glasgow, with a genuine accent to prove it. He's a '64 owner and, like Richard, has ambitions to be a programmer. Just now he's starting to learn machine code. Gian's pretty keen on outdoor sports as well as indoor, and is school champion at 100 and 200 metres. Maybe it's this kind of training which helped him to a score of 11,117 on *Decathlon*.

Both competitors arrived in London suffering slight train-lag from their long journeys, but quickly revived when they saw the prizes donated by Activision – five new tapes for the winner, two for the runner-up.

Stamina

Both warmed up on the track, gently waggling their joysticks to get them to maximum responsiveness before the contest began. Soon they were under starter's orders for the first of the ten events – the 100m – in this great test of stamina, technique and guts. Off they went, arms and legs pumping on screen, joysticks blurred on the table. The eye couldn't separate them, but the clock gave victory to Gian in a time of 9.52 seconds, a mere six-hundredths of a second ahead of Richard.

Straight over to the pit now for the long jump. Speed counts for a lot here, but so does timing. Gian's technique – accelerating in the last third of the runway – didn't pay off this time. His first jump brought a disappointing 7.87 and the exclamation, 'Damn'.

Richard had the better of it, reaching 8.55m with his first jump – the best of his three. The pressure told on Gian. Straining for a big one on jump two he fouled. Playing safe on jump three he made a paltry 7.69m. So Richard had made up the points deficit and went into the lead.

Sportsmanship

Next came the first strength event, the shot put. Here disaster befell Gian as he fouled on all three attempts. But sportsmanship saved him. Accepting that his

THE GREAT DECATHLON DUEL

failure was entirely due to the use of an unfamiliar joystick with a tricky automatic fire-button, Richard magnanimously agreed to let Gian reput the shot at the end of the contest.

Richard himself threw an impressive 22.08m, bringing a tidy haul of points.

They were both for the high jump now. Here, honours were divided. They cleared 2.2m with ease, but agreed that 2.4m was virtually impossible. They were right.

Back to the track for that killing event, the 400m. On paper, Gian was the faster – but only by two-tenths of a second. Off they went, waggling furiously, neck and neck for 20 seconds. But around 200m Gian suddenly put in a tremendous surge. He left Richard for dead and pulled even further away on the final bend, smashing his record with a time of 42.46. Richard came in, one and a half seconds behind, losing valuable points.

The tables were turned in the 110m hurdles, where Richard's superior pick-up and stride-pattern brought him a convincing victory in 12.86. Undaunted, Gian went out and threw the discus 67.90m, gaining 20 points more than Richard's 66.32.

The pole vault followed a similar pattern to the high jump. Plain sailing up to 5.0m, no success at all at what Gian called the 'impossible' height of 5.2.

Superhuman

The penultimate event was the javelin. Gian put in a big throw of 93.49m and it looked as though Richard would be left behind. But with his last attempt, a superhuman effort saw his javelin sailing 94.10m, snatching victory and extra points.

And so to the last event – the 1500m. By now Richard had 10,006 points and Gian 8839 – with his shot put still to come. So these four testing laps were crucial. If they got very similar scores Richard would probably take the gold medal. If Gian could win convincingly, then he would still have a chance of snatching victory with his shot put.

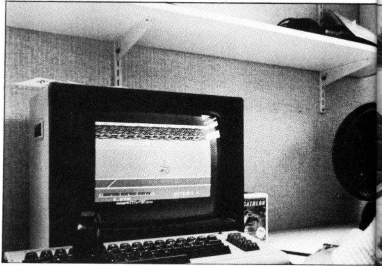
Exhausting

So, these two supremely fit joystick wagglers settled down to the exhausting finale of a great contest. They set off at a gentle pace – there was at least three and half minutes of this to come. At 600m they were still level and the first beads of sweat were beginning to roll down their tired faces. On and on they went, their bodies bending ever closer to the screen as fatigue caught up with them.

At 1300m it was time to start thinking about putting in a sprint finish. Calling on their last reserves of energy, they put everything into their joysticks.

Richard seemed to have little left: Gian waggled and pulled away to breast the tape in 3.35.77, while Richard came through in 3.36.90. The scores: Richard 11,106, Gian 9,940 – but with one event, the shot put, still to come. Gian needed to score 1,167 to win – and that means a pretty hefty put.

● Richard waggles away



The big one

His first attempt went 21.59m – 1153 points. Not quite enough. Tension mounted in the Challenge Chamber as he prepared for his next throw. He heaved away and gave a roar of delight, convinced he'd done it. And he had: 22.17m for 1,184 points, giving him a total of 11,125.

So it was victory to Gian by a mere *nineteen* points. Disappointment for Richard, but he can take consolation in his great sportsmanship and two Activision tapes. The Gold Medal, and five tapes, to Gianfranco Manini – the Challenge Chamber's Decathlete of 1984.

The scores to beat

ARABIAN NIGHTS (CBM 64)

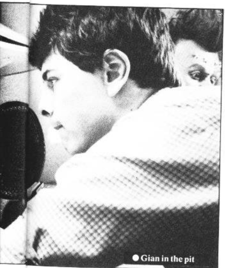
★ 21,125	Paul Turton, Nottingham
★ 21,050	Andrew Miles, Bridgnorth
★ 21,025	Adrian Keasley, Walsall

BEACH-HEAD (Spectrum)

★ 703,280	Matthew Smith, Wickford, Essex
★ 605,000	W. Rotchell, Corsham, Wilts
★ 546,000	Jason Latif, Ruislip, Middx.

BONGO (Vic 20)

★ 11,027,500	Paul Robertshaw, Hatfield, Manchester
★ 3,002,000	Paul Caines, Wolverhampton
★ 2,790,000	Ronnie Stewart, Letham, Perth



● Gian in the pit

BOZO'S NIGHT OUT (CBM 64)

★ 50 Pints Julien Lusk, London

BUZZARD BAIT (Dragon)

★ 86,100 Derek Liddle, Hartlepool

CHARIOT RACE (Vic 20)

★ 7101 Kevin Smith, Twickenham

CHUCKIE EGG (BBC)

★ 5,127,130 Binesh Patel, Wrexham
★ 4,065,670 Alistair Hindle, Kirkcaldy
★ 3,074,080 Ian Cook, Braintree

CHUCKIE EGG (Spectrum)

★ 10,338,550 Richard Mazzaferri, Aberdeen
★ 8,079,540 Steven Taylor, Warrington
★ 6,604,470 Raymond Graham, Birkenhead

CHUCKIE EGG (Dragon)

★ 5,100,360 Paul Rivers, Oxford
★ 2,199,000 David Brant, St. Austell
★ 1,062,650 Robert Field, Church Stretton, Shropshire

CODE NAME MAT (Spectrum)

★ 1244 Gary Jarvis, Catford, London
★ 1131 Richard Kuban, Woking
★ 1080 Marcus Honeysett, Bournemouth, Dorset

DEATHCHASE (Spectrum)

★ 418,479 Mark Johnston, Arbroath
★ 285,898 Mark Errington, Stanley, Co. Durham
★ 252,113 John Dunne, Streatham, London

DALEY THOMPSON'S DECATHLON (Spectrum)

★ 612,846 Martin Hughes, Bedford
★ 205,039 Nicholas Gunn, Dunfermline
★ 183,927 Mark Gunn, Dunfermline

DECATHLON (CBM 64)

★ 11,125 Gianfranco Manini, Glasgow
★ 11,106 Richard Mazzaferri, Glasgow
★ 11,008 Paul Stamp, Redcar

ENCOUNTER (CBM 64)

★ 632,200 Julian Venus, Winchester
★ 194,500 Mark Hula, Bristol

FORBIDDEN FOREST (CBM 64)

★ 1,001,088 Stephen Campbell, Dumfries
★ 841,401 David Martin, Ramsgate
★ 837,241 John Kelly, Castleford

FORTY NINER (ZX81)

★ 150,885 Richard Hall, Tamworth
★ 48,906 Matthew Gearing, Wrington, Avon
★ 30,150 Paul Greenley, Hull

FRAK! (BBC)

★ 612,000 David Buttimore, Pembroke
★ 312,550 Jason Robinson, Darlington
★ 289,500 Jonathan Muscaty, Portishead

GRIDRUNNER (Vic 20)

★ 744,100 Stephen Tomlinson, Ashton
★ 542,420 Steven Bell, Barking
★ 333,790 Paul Maidment, Tilehurst

HUNCHBACK (Spectrum)

★ 8,540,600 Richard Johnson, King's Lynn
★ 8,692,100 Henry Featherstone, Prestatyn
★ 5,281,000 Raymond McCormack, Kirkcaldy

JAMMIN' (CBM 64)

★ 887,061 Duncan Heath, Norwich
★ 699,573 Cameron Heath, Norwich
★ 421,570 Pierluigi Cerrutti, London

LOCO (CBM 64)

★ 1,000,000 Paul Harper, Felpham
★ 499,500 Kevin Baker, Dumbarton
★ 450,300 Luke Patterson, Stamford, Lincs

LUNAR JETMAN (Spectrum)

★ 382,520 John Elliott, Falkirk
★ 317,870 Nicholas Booth, Clevedon, Avon
★ 203,810 David Martin, Ramsgate

REVENGE OF THE MUTANT CAMELS (CBM 64)

★ 2,956,068 Scott Walsh, Batley
★ 2,600,000 Andrew Jones, Prestatyn
★ 2,287,000 Tom Burton, Saxmundham, Norfolk

SHEEP IN SPACE (CBM 64)

★ 1,831,352 James Atherton, Sheffield
★ 1,240,000 Tom Burton, Saxmundham, Norfolk
★ 1,147,000 John Neilis, Birmingham

SABRE WULF (Spectrum)

★ 7mins. 29secs. (50%) Mark Hibbet, Peterborough
★ 7mins. 30secs. (61%) Trevor Sinkinson, Boroughbridge, Yorks.

STOP THE EXPRESS (Spectrum)

★ 14,730 Jamie Westwood, Brighouse, Yorks
★ 12,270 Michael Aherne, Cumbernauld, Glasgow

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in a game lasting ...... mins ...... secs.
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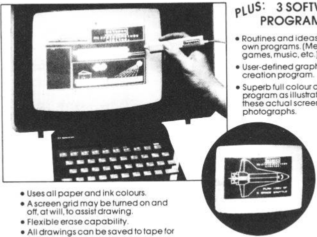

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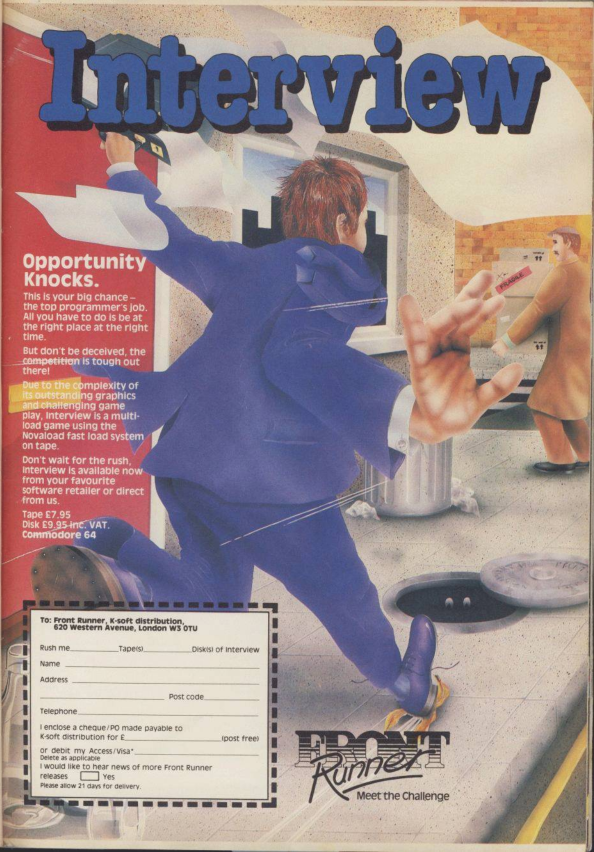

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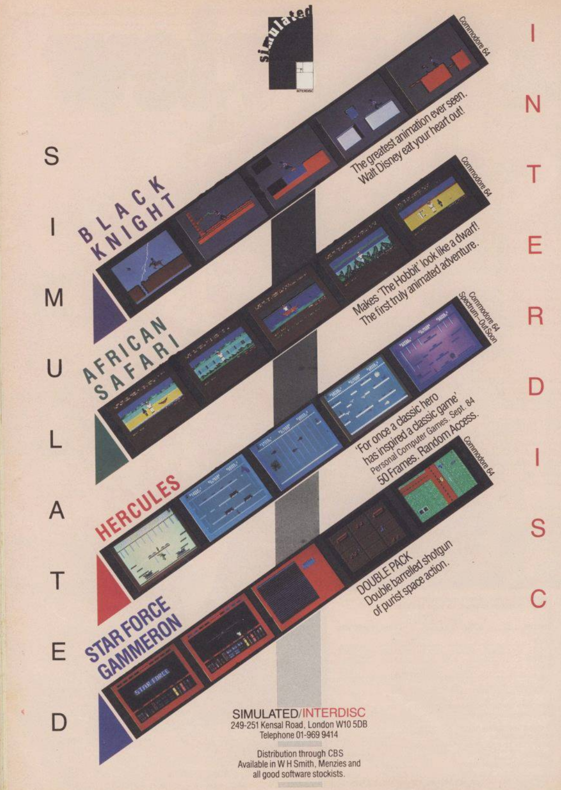

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TRICKS 'N TACTICS

PCG tips on high scoring in your favourite games

Staying alive in Combat

Durell's *Combat Lynx* for the 48K Spectrum features stunning 3D graphics and an extremely demanding task. MD of Durell, ROBERT WHITE, reveals how to survive.

EXCLUSIVE

At the start of each game use the micro-screen to get the co-ordinate positions of all the bases, and write these down on a piece of paper for quick reference.

About 20 enemy vehicles will be trundling towards each of your bases including Base 0. After they have wiped out any of the bases other than Base 0 those vehicles are then re-directed to join the forces moving against Base 0.

It is essential that you protect Base 0 as this is your only inexhaustable supply of troops and fuel, so your first mission should be to lay mines around it. The minefields can be breached by two enemy tanks hitting them, so to play safe you should place a minefield two 'squares' wide all around Base 0 in a complete square. Make sure you don't land on them by mistake!

By the time you have laid the minefield you will probably be receiving reports of attacks on the other bases. These may not always be instantly fatal but you are well advised to respond as quickly as possible. Load up with the maximum quantity of wire-guided anti-tank missiles, a few mines, and some heat-seeking air-to-air missiles and fly to save the attacked base.

The unguided weapon systems are difficult to use and relatively ineffective, but do save a great deal of weight. So after laying some mines your best course of action is probably to load up with the lighter weapons and hit the mobile enemy vehicles (lorries and tanks).

Soon you will receive reports of enemy reinforcements coming in at a given location. If you quickly head to that co-ordinate position you should have a real 'turkey-shoot' as all the reinforcements will still be close together.

To play the game you really do need a joystick. Just about any make will work EXCEPT the Kempston. A single joystick will work without any need to re-define the keyboard, but if you want to really have fun and use two joysticks you will have to set up a new keyboard definition and then save it on a separate blank tape. Re-defining the keys or joysticks is straightforward except for the last three prompts: Base Manning, Position, and Number.

The Base Manning key would normally be the SYMBOL SHIFT, which when pressed with a Base Number key (normally Q,W,E,R,T or P) would tell you the state of your troops at that base. Similarly, the Base Position key would normally be the CAPS SHIFT. The confusing bit of the key re-definition sequence is the 'Base Number' key which would normally be ANY ONE of the keys in the row that contains Q,W,E,R,T and P. So after you have been given the Base Number prompt, if you press ANY ONE of the keys in the row that starts A,S,D and ends with ENTER, your new base number keys will be redfined with A=Base 1, S=Base 2, and ENTER=Base 0. Now you know why it takes so long to train helicopter pilots!

Ten tips for Frankie

EXCLUSIVE

***Frank N Stein*, that wacky and entertaining platform game for the 48K Spectrum was a hit in our October issue. It comes from PSS so we asked their programming manager CAMPBELL McCAUSLAND to reveal his tips on playing the game.**

1. Use the Electric Shock to reduce the reading on the voltmeter if it gets too high, but make sure you're going to be safe whilst paralysed!

2. When trying to deactivate the monster, take a few moments to study the layout and positioning of the obstacles before starting, as timing is the key at this stage.

3. Beware of using a spring when one of Frank's creations is above you. Even if the beast is a level above the one you're trying to reach, Frank could head butt it (this is very terminal!)

4. When collecting the bones, go for left halves first. You have to get the bits in the right order.

5. Always think twice before jumping or sliding down on an unfamiliar screen, remember that it's not always easy to get back up again!

6. Watch out for ice running up to an abyss, once you've stepped on it, it's a one way ticket to oblivion!

7. On some screens, the only way to complete them is to wait for the creatures to get into the right pattern so that you arrive at a spring just as one of your foes is moving out of the way. Once you have hit on the right combination memorise it, this will save you a lot of grief later!

8. A few screens enable you to jump on a spring and activate the tripswitch from below, watch out for these, it may save you precious seconds.

9. On deactivation screens, if you have to wait for a creature above to move out of the way, don't hang around the spring you want to use. That's the way to wind up with a cannonball between the eyes!

10. Remember that it takes time to slide down a pole, so go *before* a creature is out of the way, he'll be long gone by the time you reach the bottom!

Good luck!

GO FOR GOLD

Various versions of Decathlon have been causing arm exhaustion throughout the nation. Here are some tips from micro-athlete Karl Wadsack of Fordingbridge, Hants based on Activision's version for the CBM 64.

JOYSTICKS. You need a very strong joystick with a good wide base and a large arc of movement. I have used the Wico range, but I also like the Quickshot II.

THROWING EVENTS. Do not waggle the joystick too hard until you are just coming up to the line of throwing. In JAVELIN this means waiting until the 10m line, and in DISCUS and SHOT, wait until you are roughly half way between your starting position and the throwing line. Always continue joystick waggle during the actual throw, or your speed will drop dramatically.

LONG JUMP. The technique is very similar to that of the throwing events (especially Javelin). Conserve energy during the run up for a concentrated burst over the last 10-15m. I have found it best to jump halfway through the last stride of the run up. The take-off position is quite difficult to judge.

HIGH JUMP. Over the earlier rounds keep a constant but fairly brisk pace during the run up, making sure that you conserve energy for the higher jumps, and particularly the 400m which follows. The best technique is to accelerate into the jumps so that the heel of the jumper just passes in front of the bar.

POLE VAULT. As in the high jump, accelerate into the vault and practice planting the pole right in the box. When to release the pole is for you to work out – at 90 degrees isn't always the best technique.

100M. Just remember to start wiggling when 'get set' flashes up to get as near as possible a flyer on your opponent. Wiggle frantically for the whole race. There is no real need to look at your character during the race, indeed if you look up to see yourself 10m down on your opponent it has the uncanny effect of causing you to lose all will to continue. Just look at your stick and concentrate on keeping up a good rhythm. Also try to ignore the jeers of losing opponents which tends to make you lose concentration.

400M. As for the 100m, but, if at all possible, conserve a little energy, because the 110m hurdles follows.

110 HURDLES. The same technique as for the sprints, except it is vital that you clear each hurdle safely – one trip slows you down enough to not only lose the race, but in some cases the whole Decathlon.

1500M. The killer last event – training is vital. My technique has been to train my right hand (I am left-handed) to carry me through the easy, but very long middle stages from 20-1300 metres.

My sprint arm (left in my case) is used for a flyer at the start and the gruelling last 200m sprint. This conserves energy for the sprint which is vital, but practice a smooth change over between hands or this technique will be useless.

And some more suggestions from Tim Bowden of Wrington, Avon.

100M. Just concentrate on the speed bar. Don't hold the stick, but quickly knock it back and forth. Learn to flick your wrist as in badminton.

SHOT PUT. Launch just before the line. Keep waggling in mid-air.

400M. Waggle madly, but use RUN/STOP when you want a rest. (*Cheat – Ed*).

POLE VAULT. Learn trajectory patterns. Wiggle in mid-air and plant pole at last possible moment. Release when pole is vertical.

DECATHLON BUGS

If you can't spare the time to improve your technique, there are other ways of ensuring a high score . . .

(Spectrum)

LONG JUMP. If you make a very short jump, landing about 1cm after the line, the little bloke goes wrong. He reads it as over 200m. With this I can get over 70,000.

Stephen Albrow,
Oulton Broad, Suffolk

HIGH JUMP. If you you are good enough to get to 2.37m in the high jump, you can jump UNDER the bar. All you do is keep your finger on the jump key when just under the actual bar. This allows you to get as high as 2.71m, but then the bar automatically falls off.

Martin Lea,
Solihull, West Midlands

110m HURDLES. Wait at the start position. After the gun has fired, do not run but wait until the timer reaches 970:000 – this takes about nine minutes. Then run as quickly as possible (no need to jump over hurdles) to one stride before the finish line and stop.

By now the timer should read about 985:00. Now, wait at this position until 999.99, then take the final step to pass over the line. Because the timer resets to 000:00, your finish time should read a mere 000:30 (and gain you lots of points!)

Martin Cleaver,
Hull

COMMODORE 64
DALEY THOMPSON'S
DECATHLON
ocean

MINI TIPS

GALAXY

(Commodore 64)

By holding down the F7 key while pressing the other keys, one can play the game in slow motion!

G Kangis,
Woking, Surrey

FOOTBALL MANAGER

(Spectrum)

If you press a key during match highlights the screen will change and you will get another chance to score.

Tim Bowden,
Wrington, Avon

Astra aid

Zia Chaudri and James Fragel from Morden, Surrey reveal their winning ways with *Ad Astra*, the 48K Spectrum game from Gargoyle.

1. If you fire while trying to dodge planets between each sheet, the planets seem to come higher, allowing you to stay safe at the bottom of the screen.

2. On sheets 1,2,4 and 6 where groups of aliens come toward you, stick to one side of the screen. As soon as the aliens fire, move to the other side constantly shooting.

3. On sheet 3 let any part of your ship get fired at apart from the F1. Keep the tip of your firing range just touching the alien ship.

4. Sheet 5 – try not to get cornered by two or three enemy ships as they zig-zag to the bottom of the screen. Concentrate on trying to kill one ship at a time, and as quickly as possible.

5. Finally, on all sheets try not to move further than needed as a slight touch of controls may move you further than expected. This could result in destruction.

Ultimate pokes

Andrew Cousins reveals how to obtain extra lives in *Lunar Jetman* and *Trans-Am*.

LUNAR JETMAN

Load and clear the program's Basic loader by entering:

```
MERGE"":NEW
```

When the OK prompt appears on screen, stop the tape and type in (or load from another cassette):

```
10 POKE 23693,71:
   BORDER 0: CLEAR 32767
20 INK 0:
   LOAD""SCREEN$:
   LOAD""CODE
30 LOAD""CODE:LOAD""
   CODE
40 POKE 23439,201:PRINT
   USR 23424
50 LOAD""CODE
60 POKE 43117,255:PRINT
   USR 32768
70 POKE 23697
```

For the 48K RAM Sinclair ZX Spectrum
LUNAR JETMAN
ULTIMATE

Now RUN this program and restart the tape which should continue to load as normal. When the game starts, however, you'll have 255 lives. (You can have a lower number of lives by changing the value in line 60 – but 255 is the maximum).

Despite these extra lives, the game will still end if your moon buggy is destroyed – so if you can't shoot down a missile you should sacrifice a life by deliberately crashing into it.

TRANS-AM

To obtain unlimited lives, stop the tape after the main block of code has loaded and press BREAK. Then enter:

```
POKE 25446,0:CONTINUE
```

Restart the tape – the progam should continue loading as normal and autorun.

ZORGON ZAPPING

Advice for Oric owners on *Zorgon's Revenge* (IJK) comes from 'Kremen' of Barkingside, Essex.

SPIDER MISSION. First wait until the bird has released the first egg, then carefully run to the quicksand and wait till the rope changes direction at your end. Then jump forward to catch the rope, swing across, and the second the rope changes direction, jump off. (The timing is easy if you hold down the 'right' key while on the rope and then just touch 'jump'.)

When off the rope, run stright under the spider. Let the lift go once and then jump on it when the spider is at the top of the thread. Run along the top platform, jumping all the time, to the flashing diamond near the monster. Stop, then jump upwards and hit the diamond.

Make your way back to the lift, running and jumping, jump on it, then off again when it's near the bottom (but clear of the spider). Wait for the bird to go before you get back on the rope. This time let the rope swing twice before jumping off and run back to the start.

SPACE MISSION. Keep in line with the cuboid at most times until it is quite near, then move out. Keep shooting. Stay close to the centre as this is where the freighter appears.

QUADNOG MISSION. Run towad the beast, jumping his lower lasers when they are about 1cm away. Jump for the white, higher laser when it is ½cm away – this will reflect the laser to destroy the beast. Get on the lift to the first floor. Wait until the first laser disappears, then run past and stop when it appears again.

Repeat this process with the second laser, and so on. When you have hit the flashing diamond, run and jump back, (the lasers are deactivated). Take the lift to the top level and kill the second beast.

BIRD MISSION. At the beginning just run along dodging the falling eggs until you reach the shelter at the other side.

Wait for a bird and then walk along underneath it until it swoops a little. Then jump and it will carry you to the second level.

Run along the bridge, dodging eggs until you are at the far side. Walk to the edge of the ledge (you should have both feet on it). Wait for the bird to pass. Jump forward, pressing 'jump' and 'left' when the bird's height lowers a little.

When you are at the top level just run across at your leisure (unless you're on the hard level in which you will have to dodge the eggs).

LOWERING THE STONE. Run across most of the way, then let an egg drop in front of you. Now run the rest of the way and hit the switch.

CASTLE MISSION. Run forward, only jumping when a rat's tail is ½cm in front of you. Hit the fire switch, then turn back carefully and run back to the other switch, jumping every so often so that a rat's tail doesn't catch up with you.

Repeating this process three times will complete the game – I won't tell you what the final fanfare is like!

MINI TIPS

FORTY-NINER

To kill the rats, wait till they're following you. Then go down to the snake's nest and move to the right. The snake goes up the tunnel killing most of the rats.

Richard Hall,
Tamworth, Staffs

DALEY THOMPSON'S DECATHLON

During the springs, hold the joystick on its side and push the stick up and down. This is a much easier and less tiring method than having to move it left and right.

William Sargent,
Richmond, N Yorks

ARCADIA 64 (CBM 64)

Don't buy it.

Tim Bowden, Wrington, Avon

Revving at Full Throttle

Advice on Micromega's 3D motor-cycling game for the 48K Spectrum comes from Michael Thompson of London who's achieved a first position after five laps of the Silverstone track, 33.93 seconds ahead of the field.

1. Always keep left – put the wheel of the bike close to the far-left of the track.
2. When turning right, if there are any bikers near, go off the track a little bit and turn on the zig-zag part. Keep on this part until the corner is finished (and the bikers are not near you). This actually GAINS time.
3. When turning left, adjust the angle of the bike to the angle of the track.
4. Always keep your hand on accelerate – do not brake (*Lunatic! – Ed*)
5. When you are the leader, keep up this routine and you will gain a fast time.

Rescuing Esmerelda

Gary Blake of Mansfield Woodhouse, Notts, describes his tactics in the Spectrum version of Ocean's *Hunchback*.

1. FIREBALLS. You must jump early and it is safer to wait after jumping the 2nd fireball until you can see the 3rd, then jump it.

2. THE SWING. Wait until it moves between the letters B and O on the word 'BONUS' and then run to the edge of the pit and jump forward. You will catch the rope and swing across. When it moves between O and N jump forward to the other side.

3. THE TURRETS. Run up to the first turret and press jump. If you keep pressing forward and jump, you will jump them without even looking. It is the safest way.

4. THE SOLDIERS. Don't wait, jump the first soldier before it even has time to think about spearing you. Then use the method in stage 3.

5. SOLDIERS AND FIREBALLS. Jump the first soldier and wait for the fireball. Jump the second soldier and wait again. Then jump the last one.

6. THE ARROW. Go left and jump the arrow. Then turn and do as in stage 3.

7. THE SWING. As stage 2.

8. TWO ARROWS AND SOLDIERS. Jump over soldiers and arrows at the same time until you reach the third soldier. Wait for the arrow above and jump the bottom arrow twice vertically. Then quickly jump the soldier and immediately after, jump the next arrow.

9. FOUR BELLS AND FIREBALLS. Jump the first fireball, then very quickly jump onto the first bell. After that, jump the 2nd fireball and onto the 2nd bell. Jump onto the third bell and then over the fireball onto the last bell. Jump quickly onto the land and over the last fireball.

10. TWO ARROWS. The same as stage 6, but look out!

11. TWO FIREBALLS. Quickly jump the 1st turret, then jump vertically when the fireballs meet. After that, jump one turret with a fireball.

12. TWO ARROWS AND SOLDIERS. Similar to stage 6, but after jumping the first arrow you must wait for the soldier. After jumping the 2nd turret, you must jump vertically to avoid the bottom arrow – then jump the final soldier.

13. FIREBALLS AND SOLDIERS. As 11.

14. FOUR BELLS AND TWO ARROWS. Jump onto the first bell as you jump the first arrow. Similarly for the second bell. Then jump quickly onto the next bell. Finally, jump onto the last bell as you jump the 3rd arrow. Wait for the arrow above to go and jump onto the ground, then over the final arrow immediately.

15. ESMERELDA. As 13.

EXCLUSIVE

Winning ways for Wally

Interceptor's *Trollie Wallie* for the Commodore 64 is really addictive. It's also very difficult, so we persuaded its programmer ANDREW CHALLICE to pass on some tips.

MOVING FLOORS: When walking around the supermarket you should always keep in mind which way **conveyor belts** and moving floors take you. Conveyor belts go to the left, moving floors to the right. If you remember this then you will be able to avoid hazards more easily.

2ND JOYSTICK: When trying to collect the second joystick, follow these steps:

1. Push Wallie into the wall on the far left. 2. Tap the joystick to the right so that Wallie faces to the right but has his back touching the left wall. 3. Press fire and push the joystick upwards. 4. Immediately, without letting go of the fire button, push the joystick to the left, jumping twice. 5. When the joystick has been collected, jump to the right immediately.

THE SUPERMARKET: It is best to explore the supermarket at first, finding the locations of the food/objects. Remember if you have only one more object to collect do not enter into long stretches where retracing your steps is impossible, as you'll have a bigger chance of losing another life. If possible, keep your steps to a minimum.

When trying to pass the **blue monster** in order to reach the checkout, the following is advisable. Sit and wait on the ladder below the conveyor belt until the blue monster has passed to the left of you. Then climb up onto the belt and keep jumping to the right until you reach the ladder on the other side of the chamber. This ladder will lead you to the slide which finishes near the checkout.

TRAPS: There are many traps, dead ends and creatures to avoid, so remember the following. Anything that moves (excluding conveyor belts and floors) is likely to kill you if you touch it. There also appear at various places around the supermarket, **Death Ladders**, which lead to spikes, **Death Blocks**, which lead to dead ends and **Chasms**, some of which lead to spikes and others to huge drops.

BONUS: To gain maximum points, try leaving objects close to the checkout alone, and then after offloading your last five items, collect these and return for a high bonus!

FOOTNOTE: Don't give up on parts of the supermarket which don't seem possible. Explore it to the full and learn from your experiences.

It HAS been done!

Manic Miner

Michael Pease of Norwich gives some invaluable tips for cheating on the CBM 64 version of this classic.

FOR INFINITE LIVES

1. Load the first section of the program.

2. Stop the tape and turn off your '64.

3. Turn on the '64 and type:

```
LOAD "",1,1.
```

(This loads the machine code without running it.)

4. Once it has loaded enter:

```
POKE 16573,234
POKE 16572,234
POKE 16571,234
```

5. Now enter:

```
SYS 16390
```

The game will now begin. But you now have an infinite number of lives at your disposal!

TO JUMP LEVELS

1. Follow procedures 1-3 above.

2. Type:

```
SYS 16390
```

3. Now break into the program by pressing Run/Stop, Restore.

4. Now enter:

```
SYS 16547
```

This will put you onto the next level.

5. Press the A key and then S. You can now continue to play as normal.

Both these routines can be combined, so you don't need to re-load for each!

We wouldn't want Spectrum owners to feel left out, so here's a quick repeat of the method for infinite lives and jumping levels *(PCG April).*

Load the first part of the program using:

```
MERGE"":LIST
```

When the program lists, stop the tape and enter:

```
25 POKE 35136,0
```

followed by RUN

Restart the tape, load the program and you should have infinite lives.

If you also want to jump levels, the method varies according to whether you have the Bug-Byte or Software Projects version of *Manic Miner*. For the Bug-Byte tape type in the numbers 6031769 when a game is running, and a boot should appear on screen. In the Software Projects version you type the word TYPEWRITER. Now you can jump levels by holding down simultaneously combinations of the number keys from 1 to 6.

Boogaboo that Dragon!

Tim Bowden of Wrington, Avon describes how you can trap the dragon in the '64 version of Quicksilva's challenging game *Boogaboo the Flea.*

1. When the dragon appears, move slowly, luring him after you.

2. Go to the right-hand venus fly trap.

3. With the dragon following, hop up the side between blue and grey cliffs.

4. Swiftly leave the dragon half way up the crevice and nip out between the gey and green cliffs.

5. The dragon is now trapped – but don't move too close to him or he will get out!

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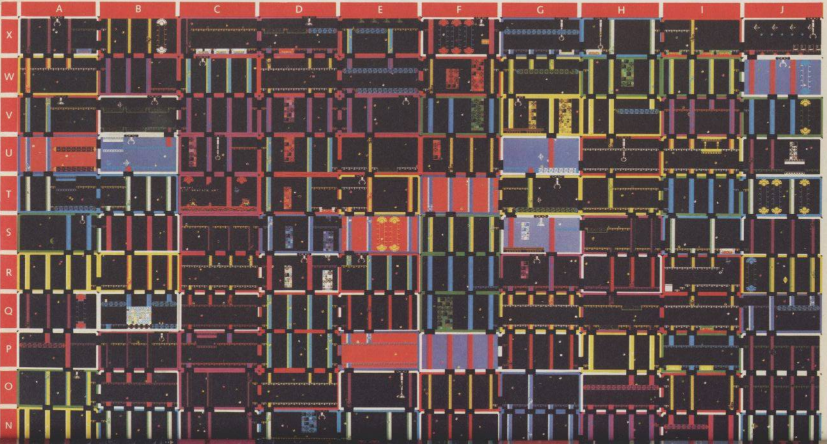
Here's a great PCG exclusive! A map of all 240 locations in Virgin's arcade-adventure *Strangeloop* for the Spectrum 48K location as it actually looks on screen – and then sticking them together. So it's the equivalent of 240 screen-shots! This is (and, soon, the Commodore 64). The map was supplied to us by Virgin who produced it by getting colour printouts of each ' the first time such a large map has been produced this way. See also our *Strangeloop* competition on page 93.



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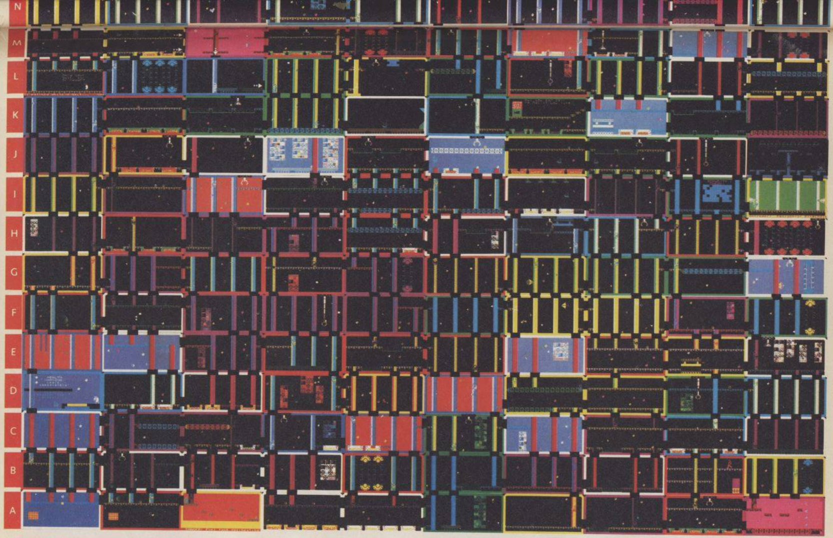
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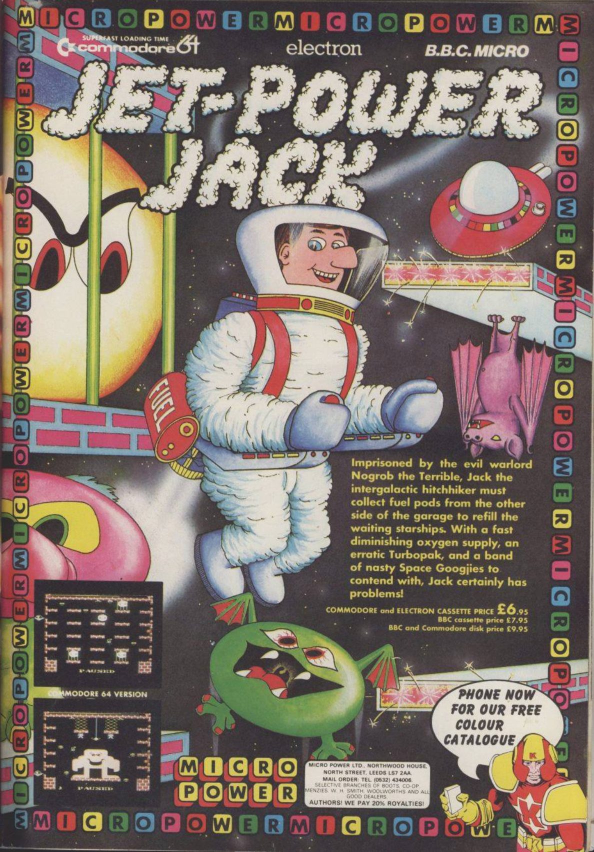
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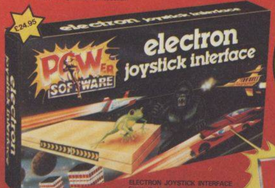
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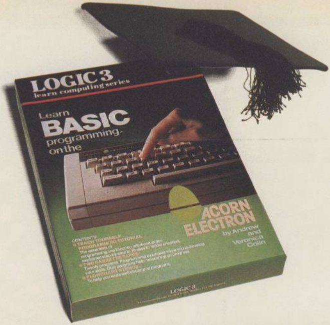

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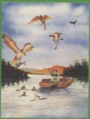

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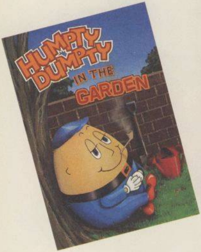
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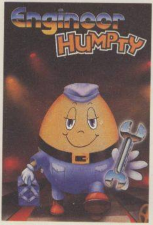
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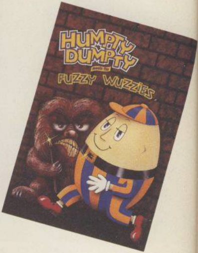
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Tension mounts as Feds suffer set-back

THE FINAL CONFLICT

UNION NOBBLES NORLAND

The map of Central Helix was completely redrawn this month in an extraordinary series of confrontations.

Gone from mid-Helix for the foreseeable future is the Commune, who have finally ceded their central territories to the Dominion. Although these losses appear severe, however, they were predictable and Commune players can now give their undivided attention to their forces on the western borders. Shielded by a lake and neutral Grarg in the north-west, they have a chance to build up a formidable amount of strength for a renewed push eastwards.

Totally unpredicted, however, was the manner in which Norland fell to the Union, leaving the latter with a newly conquered country AND a staggering 41 armies to defend it. What happened was as follows:

Both Olgrish and Norland cast greedy eyes on Aberstrof, and both superpowers attacked. Following the rules of the game, the attacking forces were so large that the attackers suffered no losses, although of course the Commune forces in Aberstrof were wiped out to a man.

Following the invasion, Aberstrof was awarded to the Dominion, who had invaded with 53 armies as opposed to the Federation's 11. The Federation armies, therefore, had to return home empty-handed – only to find that ... HORROR! ... The Union had invaded Norland with a crushing force of 30 armies while their backs were turned. As a result (and as dictated by the rules) the 11 returning Federation armies were promptly captured by the Union.

Meanwhile, although pushed out of the centre, the Commune carried out a steady and strategically valuable expansion in the East, taking neutral countries Forish and Himonia with the loss of only one army. Careful supply and reinforce orders in future could allow the Commune to build up a serious threat to both the Dominion and the Federation. Federation war-lords were trying to put a brave face on things last night, but there is no doubt that the Super-power is now in a rather awkward position.

So what will happen next month? Your votes will decide...

This month's moves

The following orders were carried out by each country, as decided by your votes.

DOMINION

Iskrand AR, Jorlon BA, Lorilon RO, Olgrish AA, Bikonia RL

FEDERATION

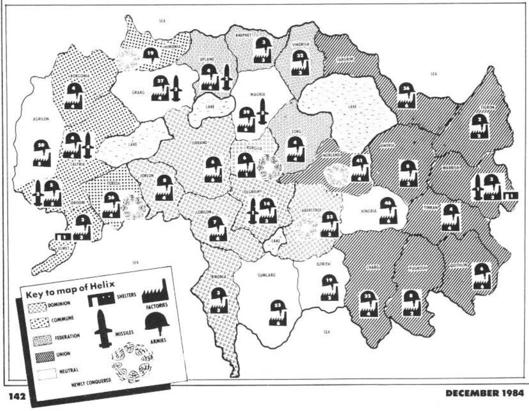
Knephet BF, Norland AA, Upland SK, Vindrish BA, Zorg SV

COMMUNE

Borgonia AH, Calyria BM, Droom AF, Elmet AF, Rorglia BA, Aberstrof BA

UNION

Pugrosh RC, Quithlin RP, Tigron RD, Warrish RD, Yinkan RC, Charg BA, Dweria AN, Fargrim BA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HIMONIA
KNEPHET
VINDRISH
FARGRIM
UPLAND
BORGONIA
GRARG
MAGRIA
LAKE
AGRILON
LAKE
ISKRAND
RORGLIA
ZORG
NORLAND
DWERIA
TIGRON
CALYRIA
FORISH
JORLON
WARRISH
DROOM
OLGRISH
ABERSTROF
KENGRIA
YINKAN
LORILON
LAKE
ELMET
SEA
BIKONIA
SUMLARG
ELFRITH
CHARG
PUGROSH
QUITHLIN
SEA
Key to map of Helix
DOMINION
COMMUNE
FEDERATION
UNION
NEUTRAL
SHELTERS
FACTORIES
MISSILES
ARMIES
NEWLY CONQUERED

The Final Conflict

Move 6 in our nationwide war-game

WAR-LORDS These heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets.

DOMINION Joseph A Johnson, London (100); Andrew Woodward, Dundee (100); R B Williams, Cranleigh (100); Jeffrey Sloneem, London (100); R A Wright, Chester (100); Dafydd Loyd, West Glamorgan (100); Blair Watt, Inverness (100); Christopher Hillstead, Grimsby (30); N Wilkinson, Louth, Lincs (20); Mark Smith, Birmingham (10); Paul Van Vliet, Canvey Island (10).

FEDERATION Gary Powell, Greenford (100); Colin Forsyth, Bridge of Allen (90); Andrew Hill, Birmingham (80); Adam Ainsworth, Preston (80); Matt Robinson, Croydon (60); Robert Morris, Liverpool (50); Darren Taylor, South Benfleet (50); Michael Knight, Chislehurst (50); Mark Painter, Shepperton (50); Barry Evans, Stockport (50).

COMMUNE M Nesfield, Loughborough (100); Steven Ogilvie, Morpeth (90); Lee Hinton, Warley (90); John Pringle, South Norwood (90); Daril Unwin, Camberley (90); Henry Crane, Bromley (90); J Pickering, Ilford (40); Andrew Battle, Leics (40); Jonathan Cook, Brentwood (40); Neil Furnace, Merseyside (40).

UNION Alan Spicer, Cheshunt (100); G M Pallinger, Dundee (100); A P Dickinson, Preston (100); William F Burd, London (70); D W May, Chiswick (70); Jonathan Marshall, Worthing (70); Jon Swales, Kingston (40); G Rogers, Edinburgh (30); Stephen Alger, London (30); Leslie Owen, Merseyside (30).

How the game works

On the far-off planet of Helix, four superpowers are at war:

The Union of Golathic States
The Rorkian Federation
The Commune of Margrand
The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more territory, and any power which manages to gain control over more than half of the planet (i.e. 17 countries) wins the game.

PCG readers playing the game are allocated to a superpower. They must then decide how each of the countries controlled by their power should move and vote accordingly. The possible moves are:

BUILD ARMIES
BUILD MISSILES
BUILD SHELTERS
BUILD FACTORIES
SUPPLY (another country)
REINFORCE (a neighbouring country)
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been counted by the computer the moves which received the most votes are acted on. Once all four powers' moves for each country have been worked out, the computer uses the game's detailed rules to calculate the result.

Most exciting of all, however, is the election of the war-lords. Each month the computer will nominate those players from each superpower who suggested the most effective policies. War-Lords, will have their names printed in the magazine and, most importantly, will have their voting strengths increased for future games.

DOMINION MASTERMIND

Those of you expecting to become a mega-warlord at the stroke of a pen ... forget it! You'll have to be a real gutsy person to beat old R B Williams of Cranleigh who's now zooming away with most of the voting strength for the once undertrodden Dominion. At the latest count 406 points adorn his once bare track record!

His nearest rival, Matt Robinson of Croydon (a budding star!) fights on for the Federation. On RB's other flank Henry Crane, a regular Commune-ist from Bromley, pits his 181 votes against the odds while the Union's G M Pallinger (Dundee) and Alan Spicer (Cheshunt) pull together to bring the leaders 'gang of five' to a close with another 181 smackers apiece.

Other notables include Joseph A Johnson from Balham, (186) the right hand man behind the Dominion's recent success, Colin Forsyth (Bridge of Allen) gunning for the Feds with his 191 points. Lee Hinton running up a total of 156 for the Commune from his home in Warley and those guys who really know what sticking together means G Rogers up North in Edinburgh and Stephen Alger (London) who're both up and coming with 111.

So, staunch of heart and sound in mind (which doesn't leave many of us!) forge ahead. Everlasting glory awaits you!

VOTES HOTLINE

Some players are experiencing difficulty getting their votes to the PCG offices before the deadline. So we have installed a Votes Hotline to use as a last resort. It will only be open in the three days before the deadline given in the above form.

Dial **01-636 5911** at any time day or night, and deliver your message in the following order:

1) Give your name and membership code.

2) Give the name of each country IN ALPHABETICAL ORDER and the votes you are casting for it.

Speak clearly and remember, using the Hotline is a last resort. Telephone lines are sometimes of poor quality and your message may not be clearly received.

The best way to vote is still to use the form provided.

● Final Conflict – How to vote

First of all write down the list of countries (IN ALPHABETICAL ORDER) that your power controls. Different superpowers control different numbers of countries, so some of you will not need to fill in all the lines in the form.

Next, enter your votes for each country. Each vote is made up of just TWO letters. For the Attack, Launch missiles, Reinforce, and Supply orders you use the letters, A,L,R, or S followed by the first letter of the country to be attacked, supplied, etc. So to vote Attack Dweria you would write AD. The other possible votes are Build Armies (BA), Build Missiles (BM), Build Factories (BF), and Build Shelters (BS).

●Final Conflict Voting Form

Name ....

Address ....

....

Membership code ....

	Country	**Vote**
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		

Post this form to Conflict Voting, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **23rd November** – earlier if at all possible. You will have enough time to make your vote provided you make sure you get your copy early – either reserve a copy at your local newsagent or take out a subscription.

● Final Conflict Entry Form

Complete this form and send it to us. You MUST enclose a stamped, self-addressed envelope. We will then send you a rule booklet and your exclusive membership code.

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Mike and Peter Gerrard are regular contributors to *Which Micro?* and *Personal Computer News*. Peter Gerrard is the author of many titles in the Duckworth Home Computing list, including the Exploring Adventures series, and contributes to *Popular Computing Weekly, Commodore Horizons* and *Micro Adventurer*.

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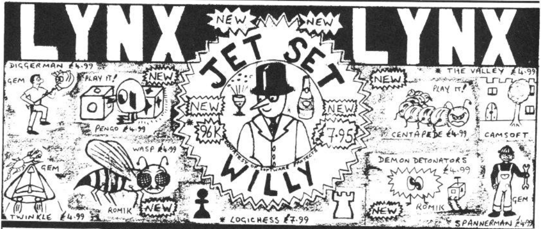

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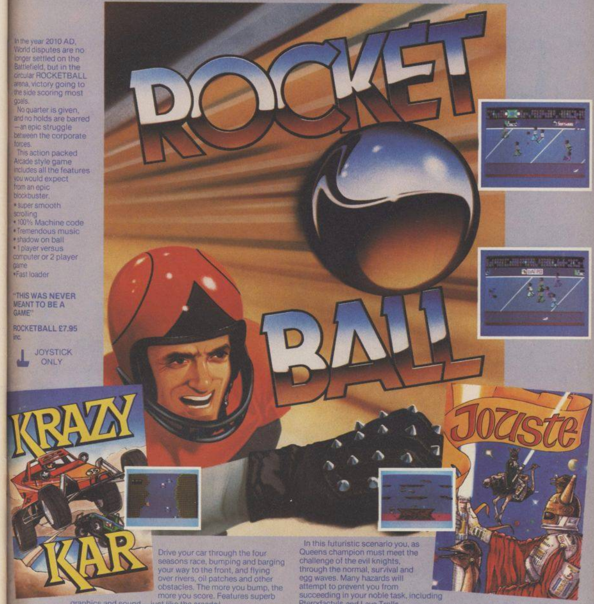

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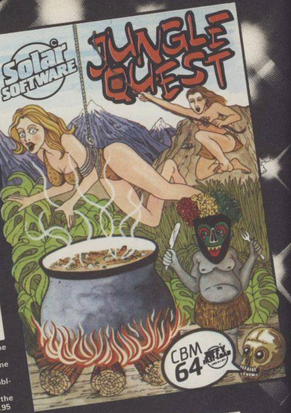
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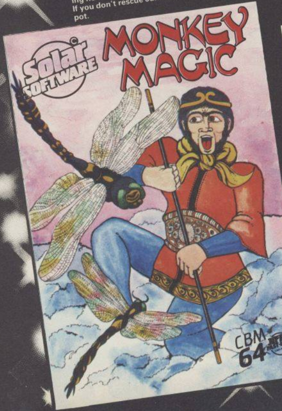
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MONKEY MAGIC
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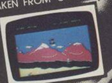

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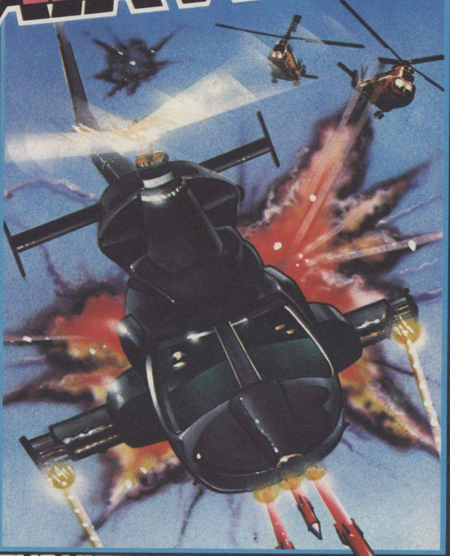

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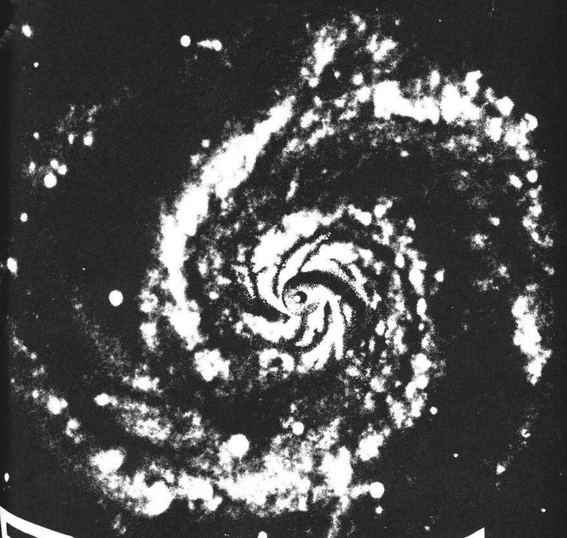

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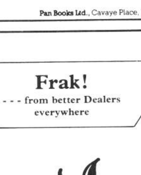

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GOOD BUY

This is the section which lists the games we think are worth buying. It's carefully updated each month, both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two, and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

So save yourself a lot of bother and get the most out of your money by referring to the Good Buy lists. All of the games here are heartily recommended by the PCG team. You won't find any seven-day wonders here – we know what makes a great game is real lasting interest, so we only list the ones that'll keep you at it for hours and hours.

Finally, if you're new to computer games, here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● **ADVENTURE** A type of game growing in popularity in which to get things to happen you have to actually type in short instructions, instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such a finding treasure. Adventures usually proceed at a slower pace than arcade games, and their appeal is to do with brain power, rather than finger power.

● **ARCADE GAME** Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● **ARCADE-ADVENTURE** An arcade game in the sense that you don't have to type in instructions, but one in which you have to explore different locations to achieve your goal. Examples: *Atic Atac, Jet Set Willy*.

● **ANIMATION** Movement modelled on a cartoon, in which, for example, characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

● **ASTEROIDS** Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● **CENTIPEDE** Game in which a centipede snakes down the screen and splits up when you hit it.

● **DEFENDER** Fast-moving space game in which your ship battles human-stealing landers and many other aliens against a scrolling background.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● **FROGGER** Game where you guide the frog across busy roads and crocodile-infested rivers.

● **GALAXIANS** Classic space shoot-'em-up with descending aliens wheeling and swerving as they attack.

● **HIGH-RES GRAPHICS** Pictures drawn using small, coloured dots, rather than larger blocks.

● **MISSILE COMMAND** An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● **MULTI-SCREEN** Refers to games in which there are different tasks for you to perform, each depicted by a different screen picture. *Manic Miner* is a classic multi-screen game.

● **PAC-MAN** Enjoyable maze game – gobble dots and steer clear of monsters. Eat power pills to get your own back.

● **PENGY** Arcade game in which you slide ice-blocks and use an electrified fence to kill snow bees.

● **PLATFORM GAME** Any game which involves leaping around a series of platforms as in *Donkey King* or *Manic Miner*.

● **Q*BERT** In this game you must colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● **SCRAMBLE** Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

● **SIMULATION** A type of program which tries to represent some real-life situation such as piloting an aircraft.

● **SPACE PANIC** Frantic game in which you run around platforms, digging holes for monsters to fall into.

● **STRATEGY GAME** Typically, these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

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SPECTRUM GAMES L-Z

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Lords of Midnight	48K	9.95	Beyond	The first 'epic' game – 4,000 locations with graphics; gripping gameplay
Lunar Jetman	48K	5.50	Ultimate	Follow-up to *Jet Pac*. Superb – if you can find out what to do
Manic Miner	48K	6.00	Software Projects	Spectrum classic. Guide your miner through 20 crazy screens
Match Point	48K	7.95	Psion	A brilliant tennis simulation with incredible detail
Night Gunner	48K	6.95	Digital Integration	Multi-level shoot-'em-up with good 3D graphics
Pssst!	16K	5.50	Ultimate	Use insect spray to save your plants from nasty bugs
Psytraxx	48K	7.95	The Edge	1,000 screens of action in the biggest arcade-adventure on the Spectrum
Psytron	48K	9.95	Beyond	3D shoot-'em-up with strategic elements as you defend a space colony
Pyjamrama	48K	6.95	Mikrogen	Colourful arcade adventure packed with teasing problems
Robotron	48K	9.95	Atarisoft	Staggeringly faithful version of the arcade classic
Sabre Wulf	48K	9.95	Ultimate	Great successor to *Atic Atac*. Help Sabreman search jungle for amulet
Scuba Dive	48K	5.50	Durell	Dive deep for treasure. Beautifully animated sea creatures.
Spellbound	48K	5.95	Beyond	Inventive and witty *Q*Bert* clone with intricate graphics
Stop The Express	48K	7.95	Sinclair	Climb along the train dodging the evil red agents in exciting game
Strangeloop	48K	5.95	Virgin	Explore 240 locations in a weird and wonderful robot factory
Superchess 3.0	48K	8.95	CP Software	Probably the most powerful Spectrum chess program
Tornado Low Level	48K	5.95	Vortex	Guide your aircraft around a 3D scrolling map
Trashman	48K	5.95	New Generation	Vertically-scrolling graphics in this compulsive bin-emptying game
Wanted: Monty Mole	48K	6.95	Gremlin Graphics	Multi-screen platform game with colourful graphics
Worse Things Happen at Sea	48K	5.95	Silversoft	Try not to panic as you frantically patch up a sinking ship

ORIC GAMES N-Z

TITLE	PRICE	SUPPLIER	COMMENT
The Hobbit	14.95	Melbourne House	Innovative graphics adventure based on Tolkien novel
The Ultra	6.95	PSS	Classic multi-stage space game
Xenon	8.50	IJK	Gripping space shoot-'em-up
Zorgon's Revenge	8.50	IJK	Interesting game with the flavour of the Spectrum classic *Manic Miner*

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Back Track	6.50	Incentive	Bird's-eye-view of the action in a frightening maze
Bloc-Head	7.95	Dragon Data	*Q*Bert* clone on rectangular pile of blocks
Cashman	8.00	Microdeal	First two-player platform game on the Dragon
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Crusader	6.95	J. B. Morrison Micros	Rescue the damsel in distress
Danger Ranger	8.00	Microdeal	Arcade adventure with *Kong*-style elements
Empire	6.95	Shards	Computer version of the board game *Risk*
Franklin's Tomb	7.50	Salamander	An eventful text adventure
Frogger	8.00	Microdeal	Nice version of that familiar arcade game
Kriegspiel	6.95	Beyond	Excellent war-game with scrolling map
The King	8.00	Microdeal	Good version of *Donkey Kong*
Touchstone	8.00	Microdeal	Exciting game in large underground scrolling maze
Ugh!	6.95	Softek	Enjoy stealing the pterodactyl's eggs
Wizard War	6.50	Salamander	Two player game of battling wizards

ATARI GAMES N-Z

TITLE	PRICE	SUPPLIER	COMMENT
Necromancer	30.00	Synapse	Wizard battles through several levels of mystic monsters
Pole Position	14.99	Atari	Superb version of the arcade motor-racing game
Qix	9.99	Atari	Intriguing territorial possession game with clear graphics
Shamus	30.00	Synapse	Multi-screen arcade-adventure
Star Raiders	9.99	Atari	Arcade quality 3D space game
Tennis	9.99	Atari	Terrific simulation. Better than Wimbledon

BBC GAMES M-Z

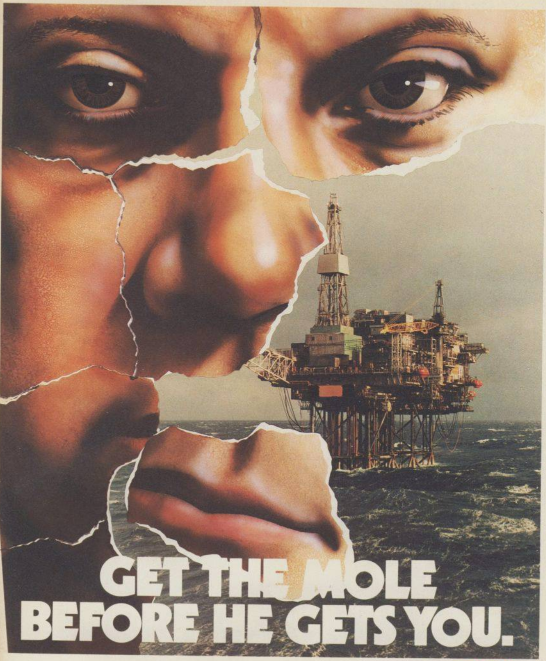
TITLE	PRICE	SUPPLIER	COMMENT
Mineshaft	5.95	Durell	Best *Manic Miner*-derivative on the Beeb
Planetoid	10.00	Acornsoft	Excellent version of *Defender*
Snapper	10.00	Acornsoft	Marvellous version of *Pac-Man*
Twin Kingdom Valley	9.50	Bug-Byte	Graphic adventure with over 170 locations
Zalaga	6.90	Aardvark	Ace mega-zapping in this *Galaxians*-derivative

COMMODORE 64 GAMES J-Z

TITLE	PRICE	SUPPLIER	COMMENT
Jammin'	6.90	Taskset	Funky music as you try to capture the instruments in this strange game
Killer Watt	7.95	Alligata	Destroy the lightbulbs and avoid the monsters in graphically pretty game
Lazy Jones	7.95	Terminal	Go to work in the video hotel with a different game in every room
Loco	7.95	Alligata	Dice with death in your locomotive to the accompaniment of throbbing music
Potty Pigeon	7.95	Gremlin Graphics	Build a nest and blast your enemies with lethal 'droppings'
Quo Vadis	9.95	The Edge	Huge arcade-adventure exploring cavern-system
Revenge of the Mutant Camels	8.00	Llamasoft	Bizarre shoot-'em-up as camel fights through 42 wacky attack waves
Poster Paster	6.90	Taskset	Cover the town with posters in this compulsive and very original game
Savage Pond	8.95	Starcade	Survive aggressive pond-life and grow from tadpole to frog
Sheep in Space	7.50	Llamasoft	Another Minter mega-zap: sheepoids take on the Zzyaxians
Solo Flight	14.95	U.S. Gold	Very impressive flight simulator
Son of Blagger	7.95	Alligata	Great graphics, great platform game
Storm Warrior	7.95	Front Runner	Original, multi-stage, sword-fighting game with good atmosphere
Super Pipeline	6.90	Taskset	Lay a pipeline while fighting off the deadly bugs
Tales of the Arabian Nights	7.00	Interceptor	Eight screens of platform action – plus speech
Trashman	7.95	New Generation	Vertically-scrolling graphics in compulsive bin-emptying game
Trollie Wallie	7.00	Interceptor	Scrolling platform action and great music in a loony supermarket
Twin Kingdom Valley	9.50	Bug-byte	Superb animated graphics adventure
Wanted: Monty Mole	7.95	Gremlin Graphics	Scrolling platform game with impressive graphics

VIC 20 GAMES M-Z

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Megavault	Std	5.50	BeauJolly	Two screen obstacle course featuring very good graphics and gameplay
Myriad	16K	6.00	Vicsoft	Colourful, action-packed shoot-'em-up with 99 levels
Outworld	8K	5.95	Audiogenic	Great graphics in this *Missile Command* derivative
Perils of Willy	16K	5.95	Software Projects	33 screens of *Manic Miner*-style platform action
Pharaoh's Curse	16K	9.95	Hesware	Wacky and entertaining multi-screen platform game
Quadrant	Std	6.99	Romik	Athletic variant on *Galaxians*, with man jumping and shooting
Spiders of Mars	8K	5.95	Audiogenic	*Defender* clone with insect aliens
Star Defence	16K	7.95	Anirog	Excellent version of *Defender*



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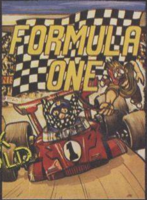

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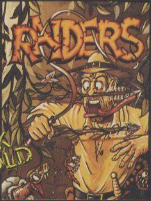

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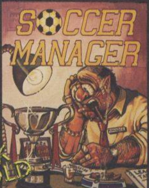

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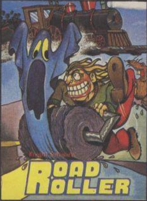

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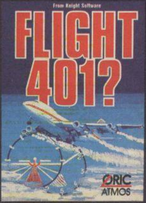

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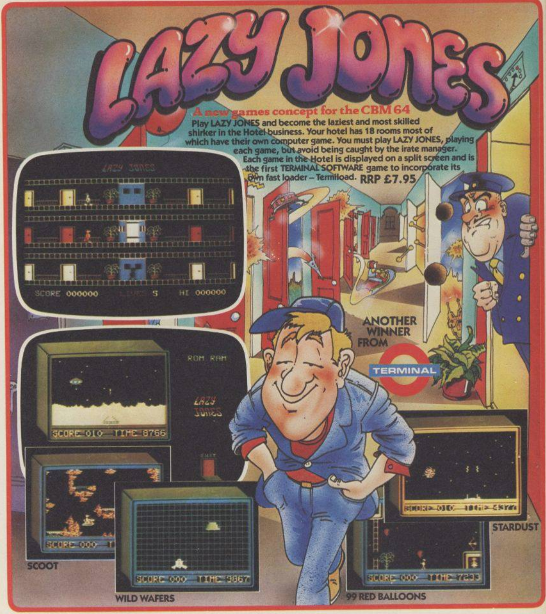
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STARFROGGER

ARCADE ANGLE

Bob Wade takes on three slices of slot-machine combat

THE GREAT SWORDSMAN

This game tests your swordsmanship with three weapons: the foil, the kendo stick and the scimitar.

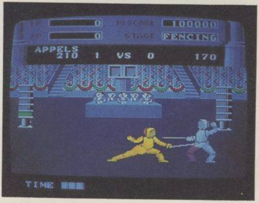
You start with a normal fencing bout in which you control your character's movement and his sword. You are limited to forward and back movement and three sword positions: raised, middle and low. Three buttons guide the sword while you determine whether to parry or thrust by moving forward or remaining still.

To win each bout you must score five hits on your adversary which is far from easy even at the first level. Each hit is marked by the particular section of the body turning purple and the crowd going wild.

The key to success is to watch your opponent the whole time and try to block his lunges while getting him into a vulnerable position where you can strike home.

Victory in three bouts will bring you to the kendo stage, where sticks replace the swords but the same principles apply.

Finally, if you can conquer five martial masters of the stick, you are placed in a fight to the death with scimitars, where a grisly end is bound to befall one of the combatants. There isn't too much variety in the action but there's plenty of skill and concentration needed.



KARATE CHAMP

Confucius he say, 'Man lying on back in arcade covered in bruises has been playing *Karate Champ*'.

Yet another physically punishing game has arrived and will have you hacking away at computer opponents (or even your friends) with your hands and feet. You control a white clad oriental figure in a battle of skill and timing where you have to try and floor your determined foe.

The action is controlled by two joysticks which, when used in conjunction, can produce up to 30 different movements.

The left joystick controls your general body position – forward, back, squat or jump – while the right joystick controls the precise attack you make.

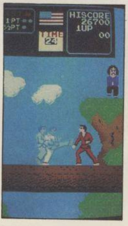
For instance, if you move the left joystick forward, then moving the right one up, right or down will result in high, front or low kicks, respectively.

Your computer opponent has the same repertoire of attacks but in the first few fights uses fairly simple tactics which can be easily overcome.

In each struggle you are fighting for the hand of a fair maiden and have to score two points to win the match. Most knockdowns gain only a half point but a particularly well executed one can bring a full point and a hefty scoring bonus.

You start as a first dan and every two match victories move you up a dan and onto a new background setting in which to fight. Each match has to be completed in 30 seconds and between dans you have bonus screens against flying plants, tiles and bulls.

Your opponents get more experienced as you progress and on the higher dans you will find yourself somersaulting, kicking and generally flinging your man all over the screen.



Many thanks to Ruffler and Deith who allowed us to try out these games in their showroom.

COSMO-SWAT

Big is beautiful in this hit-tech version of a clay pigeon shoot. The game consists of a small eggshaped console with two laser guns slotted in the side and connected by a thick cable. About three yards in front of it is a large screen approximately five feet high and four feet across on which is depicted a planet scape.

The guns are used to shoot small target spacecraft which are projected on the screen and dart around. The laser works in rapid fire and a flash of light appears on the screen, according to your aim.

To start with you have to hit each ship three times, the craft spinning away from each shot until the third causes it to explode. As the grade gets harder you have to hit the alien four, five and finally six times to destroy it.

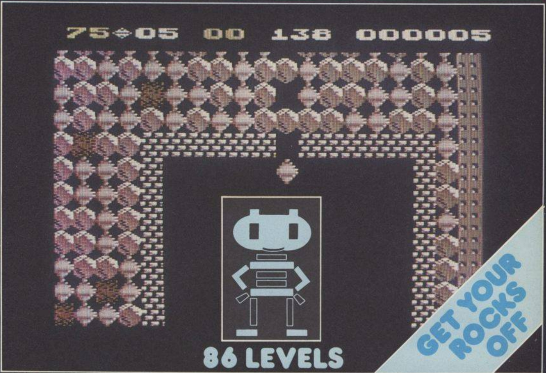
The movement of the ships gets faster and more evasive as your score increases and makes the audible 'ready' warning essential as you tense yourself for the craft's imminent arrival.

The target flies from either the bottom left or right of the screen and so you need to keep the shoulder-mounted gun trained to the centre of the display until it appears.

The metal gun butt is a little uncomfortable but otherwise this is a great substitute for blowing bits of clay into little pieces and scattering them all over the place.

BIGGER, BOULDER, More BEAUTIFUL

AMERICAN NO 1.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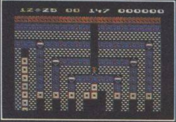
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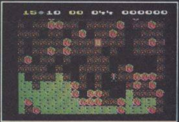
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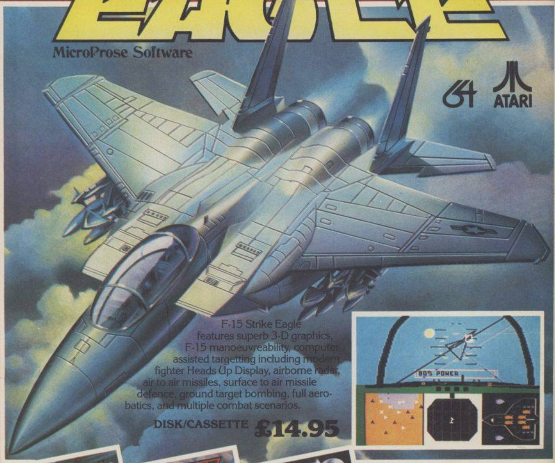

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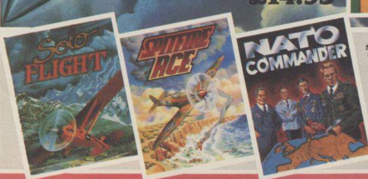

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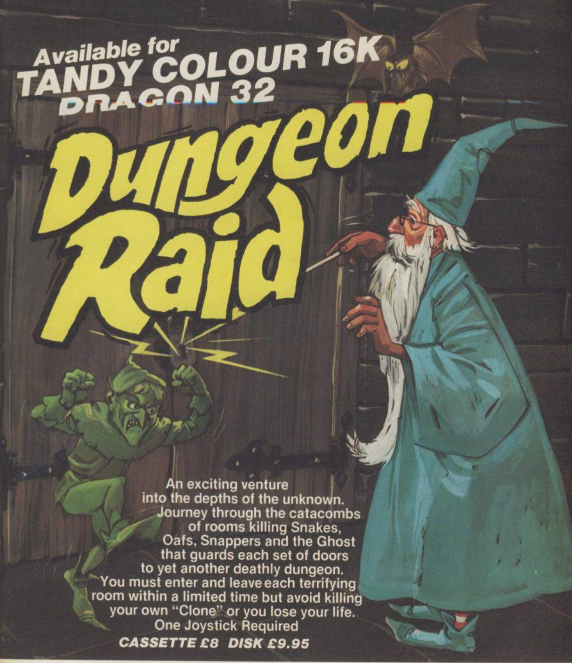

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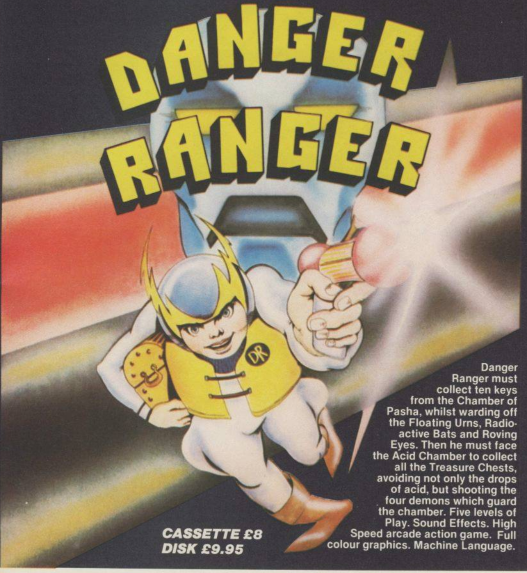

Danger Ranger must collect ten keys from the Chamber of Pasha, whilst warding off the Floating Urns, Radioactive Bats and Roving Eyes. Then he must face the Acid Chamber to collect all the Treasure Chests, avoiding not only the drops of acid, but shooting the four demons which guard the chamber. Five levels of Play. Sound Effects. High Speed arcade action game. Full colour graphics. Machine Language.

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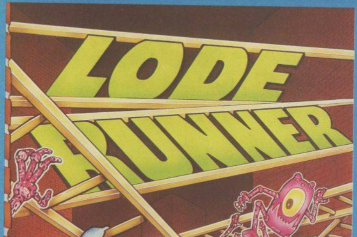

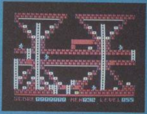

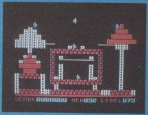

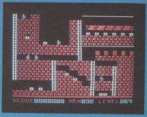

You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace loving people, and you have just discovered their secret underground treasury. Your goal? To recover every last ingot of Bungeling booty. You'll be running, jumping and climbing heroically, solving perplexing puzzles and drilling passageways through stone floors and barriers using your laser drill pistol. You'll need more than fleet feet and good looks to get through this mission alive. You'll need quick wits and brains!

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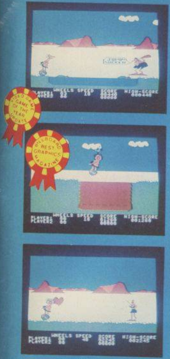
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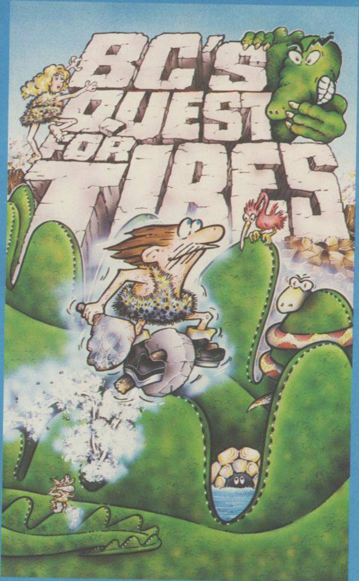

Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest. The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him. If Thor's timing is good, the Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff. Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur! If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagtites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!

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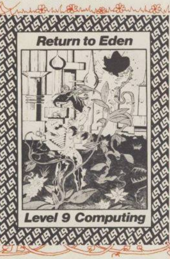

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– Computer & Video Games, Oct 84

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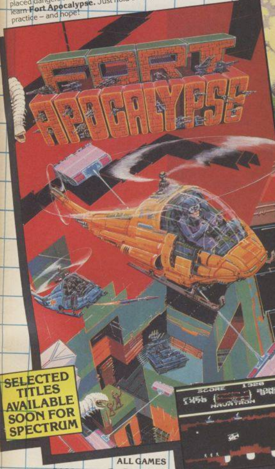

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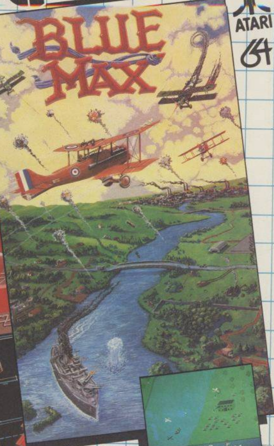

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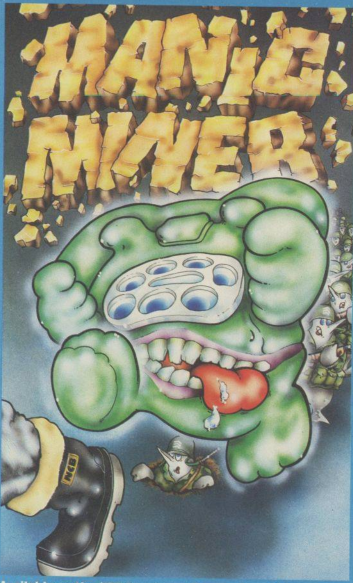

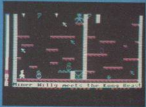

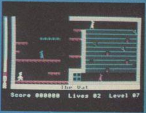

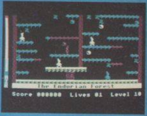

Miner Willy, while prospecting down Surbiton way stumbles upon an ancient, long forgotten mineshaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the Earth's core to supply the essential raw materials for their advanced industry. Aft centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines. Nobody, however, thought to tell the mine robots t stop working, and through countless aeo they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has th opportunity to make his fortune by findin the underground store. In order to move t the next chamber, you must collect all the flashing keys in the room while avoiding nasties like Poisonous Pansies and Spide and Slime and worst of all, Manic Mining Robots. When you have all the keys, you c enter the portal which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.

No availa for th MSX

Available on the 48K Spectrum, Commodore 64, Dragon, BBC, Amstrad, Oric/Atmos

The above screens are from the BBC version.

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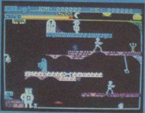

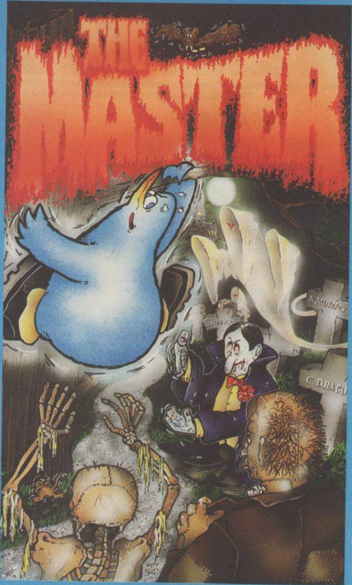

After a hard days work, Jasper likes nothing better than a trip to the cinema to help him unwind, especially if a vampire film is showing. As tiredness takes its toll and Jasper sinks into sleep, he is suddenly jerked awake and finds himself inside the screen. Maybe Jasper is just dreaming, but to be on the safe side he sets out to collect as many crosses as he can. Who knows, maybe he will have to confront The Master.

Be sure to have completed your task by midnight or The Master will get you.

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NEXT MONTH

PCG January issue is out December 13th. Only 75p!!

GAME OF THE YEAR

It's the question everyone's asking. What was the best game of 1984? Was it *Sabre Wulf*? or *Jet Set Willy*?

Could it have been the highly original *Lords of Midnight*? Or the massive *Quo Vadis*? What about *Pyjamarama*, *Boulder Dash* and *Ancipital*? Or the BBC's *Elite* and *Frak*!

We've been playing all these games and next month we'll reveal who we're awarding the title to. We'll also unveil a whole string of other awards for 1984 including:

- best Vic, Dragon and Oric games of the year
- most innovative release
- the year's best graphics
- most played game
- best shoot-'em-up

And, on the negative side:

- biggest disappointment of the year
- biggest hype
- most sexist game plot
- worst ripoff

You may not agree with our decisions – but you can't afford to miss them!

Fall Guy exclusive

You've seen the TV series, now here comes the computer game! *Fall Guy* from Elite offers ten different screens and five different levels of stunt action – we'll be bringing you its first review.

You'll also get a chance to enter an amazing stunt competition. The winner will be taken to a special display by the Magnificent Seven motorcycle stunt team. Not just that – he'll be able to ride on the back of a bike as it's driven through a wall of flames!

Like we said, this competition is hot!

The wait for Underwurlde

The two new titles from Ultimate, *Underwurlde* and *Knight Lore*, have been keenly awaited by the Spectrum game-playing community. A delayed release date prevented us reviewing them in this issue – but look out next month!

They won't be the only hot reviews. Remarkable new titles are flooding in on all machines in an attempt to grab a slice of the Christmas action. We'll tell you which have what it takes, and which are naff.

PLUS

- **Special playing tips on *Quo Vadis*, *Elite* and stacks of other games**
- **1985 diary – a hilarious look at what the new year has in store**
- **How to score high at *Defender*. In depth advice from the arcades**

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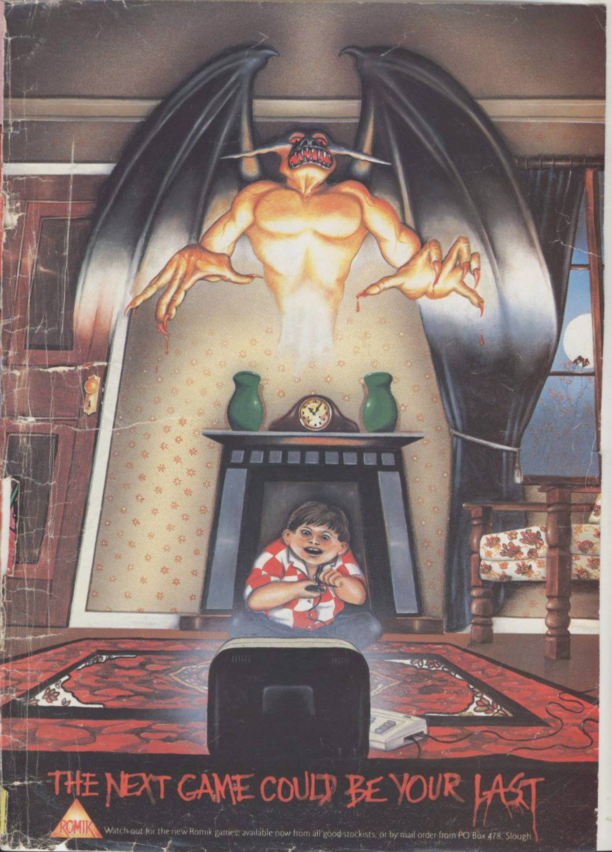
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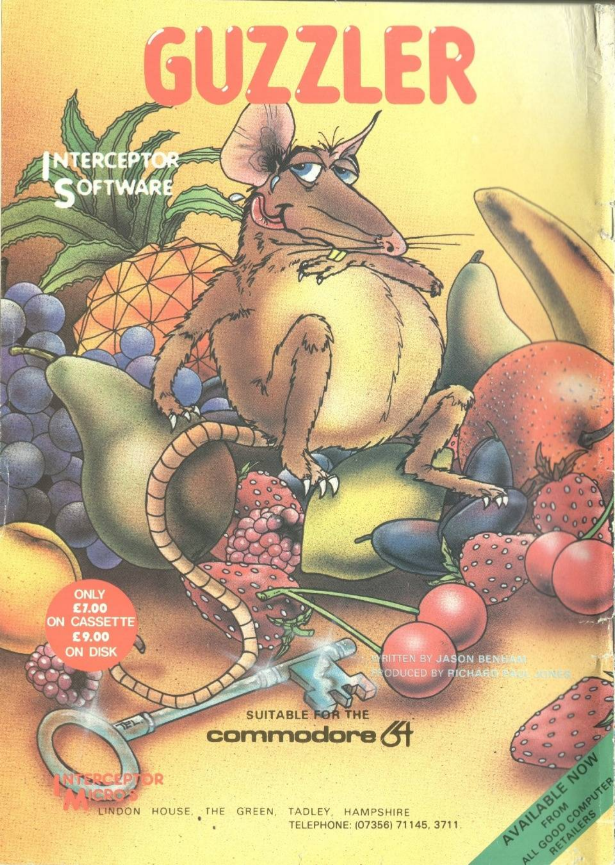

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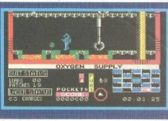

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FREE! (If you can't believe it, turn to page 34)